ARKHAM HORROR

Arkham Horror FAQ v2.0
December 5, 2012

Following are the frequently asked questions, errata, and clarifications for the **Arkham Horror** board game and its expansions. Sections that are new to version 2.0 of the FAQ are printed in **blue**.

Revised Printing

FFG reprinted **Arkham Horror** in Fall 2006, and much of the errata and rule changes in this document were incorporated into the rulebook and components of this revised edition, as noted throughout.

Identifying Abbreviations

When a reference is made to a rule or component from a product other than the one being discussed, it is followed by an abbreviation to indicate which product is the source of that rule or component. The abbreviations are:

[AH]	**The Arkham Horror Board Game**
[CotDP]	**The Curse of the Dark Pharaoh**
[CotDP(R)]	**The Curse of the Dark Pharaoh (Revised Edition)**
[DH]	**Dunwich Horror**
[KiY]	**The King in Yellow**
[KH]	**Kingsport Horror**
[BGotW]	**The Black Goat of the Woods**
[IH]	**Innsmouth Horror**
[LatT]	**The Lurker at the Threshold**
[MH]	**Miskatonic Horror**

Expansion Errata and FAQs

Errata and FAQs for expansions can be found later in this document on the following pages:

The Curse of the Dark Pharaoh (page 15)
The Curse of the Dark Pharaoh (Revised Edition) (page 21)
Dunwich Horror (page 24)
The King in Yellow (page 27)
Kingsport Horror (page 29)
The Black Goat of the Woods (page 34)
Innsmouth Horror (page 36)
The Lurker at the Threshold (page 40)
Miskatonic Horror (page 42)
Promotional Products (page 43)

Errata

Investigator Sheets

Jenny Barnes should start with 2 Common Items rather than 1, and Bob Jenkins should start with $9 rather than $8.

Corrected versions of the above investigator sheets are included in the revised edition of **Arkham Horror**.

Investigator Cards

Flesh Ward (Spell) should have a Sanity cost of 1, and its text should read: "**Any Phase:** Cast and exhaust to ignore all Stamina loss being dealt to you from one source. Discard this spell if the Ancient One awakens."

Healing Stone (Unique Item) should cost $8 and include the text "Discard this card if the Ancient One awakens."

Lantern (Common Item) should cost $3 and read "+1 to **Luck checks**."

Corrected versions of the above cards are included both in the revised edition of **Arkham Horror** *and in* **Dunwich Horror**.

Elder Sign (Unique Item) should say "**Arkham Encounter Phase:** When closing a gate…" instead of "**Any Phase:** When sealing a gate…"

Location Encounters

A Police Station encounter begins "If you succeed at a **Luck (–1) check**, then Deputy Dingby absentmindedly leaves you holding his gun." The reward should be the ".38 Revolver" instead of the ".45 Revolver."

Rule Changes and Clarifications

The following rules have been changed or clarified to improve the game.

Game Setup

(page 5 in the first printing of the ***Arkham Horror*** rules)

If a **Rumor** is drawn during step 14 of Game Setup, discard it and draw again until you draw a mythos card that isn't a **Rumor**.

The above change has been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

If a mythos card with no gate is drawn during step 14 of Game Setup, discard it and draw again until you draw a mythos card that depicts a gate.

Investigators vs. Players

The rulebook assumes that each player is controlling only one investigator. In the event there are more investigators than players, all rules and components that refer to the number of players should refer instead to the number of investigators.

The Start of the Upkeep Phase or a Turn

Note that some effects use either the phrase "at the start of the Upkeep Phase" or "at the start of a turn." In cases where the text refers to refreshing a card (or to not refreshing a card), the effect is resolved during the "Refresh Exhausted Cards" step. In all other cases, the effect is resolved during the "Perform Upkeep Actions" step.

Refresh Exhausted Cards

To represent that a card is exhausted, rotate it 90°. At the start of the Upkeep Phase, each investigator refreshes all of his or her exhausted cards by rotating them back to their upright positions. Those cards can now be used again.

Perform Upkeep Actions

(page 6 in the first printing of the ***Arkham Horror*** rules)

Investigators do not make an upkeep roll for Bless, Curse, Bank Loan, and Retainer cards during the first Upkeep Phase after an investigator acquires them.

The above change has been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

Locations

"Location" is typically defined as the circular space represented in the neighborhoods (for example, the Woods or the General Store). In some cases, however, the word "location" is used but not meant to be restricted to these circular Arkham Locations. The following paragraphs outline usages of the word "location" which are not meant to be limited to just Arkham locations.

The following investigator abilities can be used in any location, street area, or Other World area, unless otherwise noted: Carolyn Fern's Psychology ability, Kate Winthrop's Science! ability, Minh Thi Phan's **[IH]** Synergy and Team Player abilities, Silas Marsh's **[IH]** Able Seaman ability, Tommy Muldoon's **[IH]** Hero ability, and Vincent Lee's Physician ability.

The Implant Suggestion **[KH]** Spell can be used in any location, street area, or Other World area, unless otherwise noted. Summon Monster **[BGotW]** can be used in any street area or location, but not in an Other World area.

An investigator using the Carcosan Page **[KiY]** Unique Item may choose another investigator in any location, street area, or Other World area. Milk of Shub-Niggurath **[BGotW]** can be used in any street area or location, but not in an Other World area.

The investigators chosen when using the Psychic Benefit card **[CotDP]** may be in any location, street area, or Other World area.

Any investigator who ends his movement in the same street area or Other World area as an investigator with the "The Skin Crawls" Corruption card **[BGotW]** must pass a **Will (-2) check** or lose 2 Sanity, in the same manner as if the investigators were in the same location.

Stable vs. Unstable Locations

An unstable location is a location that has a red diamond printed above it on the board and does not have an elder sign on it.

Any location that has a green diamond printed above it on the board or has an elder sign on it is considered a stable location.

Arkham Encounters

(pages 8-9 in the first printing of the ***Arkham Horror*** rules)

If an investigator is drawn through a gate that appears as a result of an encounter (such as "A gate appears!" or "A gate and a monster appear!"), then he is *delayed*, just as if he had been drawn through a gate in the Mythos Phase.

The above change has been incorporated into the rulebook included in the revised edition of ***Arkham Horror***.

Open Gate and Spawn Monster

(page 9 in the first printing of the ***Arkham Horror*** rules)

When opening a gate in a location where there is no elder sign or gate, if there are five or more investigators playing, then draw and place two monsters instead of one.

When, at the beginning of the Mythos Phase, the first player draws a mythos card that shows a location that already has

an open gate (and therefore a monster is placed at every location with an open gate), this is now called a **monster surge**. When a monster surge occurs, the number of monsters drawn and placed is now equal to the number of open gates **or the number of players, whichever is greater**. When placing monsters, they must be divided as evenly as possible among the open gates, with no gate having more monsters placed on it than the gate where the monster surge occurred this turn. If there are more monsters to be placed than allowed by the monster limit, the players should decide where monsters will be placed. The players must make this decision before monsters have been drawn from the cup. If the players cannot agree where the monsters are to be placed, the first player decides the placement.

Example: *There are 3 open gates (at the Black Cave, Science Building, and Unvisited Isle), 7 players, and no monsters in play when a mythos card is drawn that opens a gate at the Black Cave. This causes a monster surge: 7 monsters are drawn from the cup and placed on the open gates. They must be distributed as evenly as possible, so each of the 3 gates has 2 monsters placed on it, and the 7th monster is placed on the Black Cave, where the monster surge occurred. The Black Cave now has 3 monsters, while the other 2 open gates each have 2 monsters on them.*

The above changes have been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

Encounters that Close Gates

Some encounters or other card effects state that a gate closes or that the investigator may close a gate if they wish. In such cases, the gate marker is not taken as a trophy, but is instead placed on the bottom of the gate marker stack. This gate cannot be sealed, even if the current player has an Elder Sign, sufficient Clue tokens to seal it, or both.

Gates in Stable Locations or the Streets

Occasionally, a game effect may make it possible to close a gate either in a stable location or in the streets. A gate may only be sealed when it is located on an unstable location. Gates in a stable location or in the streets can be closed, but cannot be sealed.

Weapons and Spell Limits

(page 15 in the first printing of the ***Arkham Horror*** rules)

A spell or weapon that gives you a bonus (even one that says it lasts until the end of combat) only continues to give you the bonus while you devote the required number of hands to it. You can choose to switch weapons/spells in later combat rounds, but as soon as you "release" a spell or weapon, it stops working for you. Similarly, spells that are refreshed (such as at the beginning of each combat round in the Final Battle) cease to work and must be re-cast.

The above change has been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

Investigator Status

(page 16 in the first printing of the ***Arkham Horror*** rules)

If an investigator is reduced to **both** 0 Sanity **and** 0 Stamina at the same time, that investigator is **devoured**.

If an investigator's **maximum** sanity or **maximum** stamina is reduced to 0, that investigator is **devoured**.

The above change has been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

The Terror Track

(page 18 in the first printing of the ***Arkham Horror*** rules)

Once the terror level has reached 10, if it ever increases again (via a Mythos card special ability, for example), instead of moving the terror track marker, add one doom token to the Ancient One's doom track for each point the terror level should have increased.

The above changes have been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

When the Terror Track reaches 10, return all monsters in the Outskirts to the monster cup.

The Ancient One Awakens

(pages 18-19 in the first printing of the ***Arkham Horror*** rules)

The Ancient One also awakens if a monster should be drawn from the monster cup, but there are no monsters in the cup.

The Ancient One also awakens if a new gate would open, but there are no gate markers available.

The Ancient One also awakens if the terror level has reached 10 **and** there are monsters in play equal to **twice the normal monster limit** (for example, 16 monsters in a five-player game).

The above changes have been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

For determining if the Ancient One will awaken after the terror level has reached 10, only count those monsters in the Sky or an Arkham neighborhood. Do not count monsters on an expansion game board.

The Final Battle

(page 19 in the first printing of the Arkham Horror rules)

Before the final battle begins, discard any active ***Environment*** or ***Rumor*** cards. Additionally, once the final battle begins, investigators should no longer collect money or roll for Retainers or Bank Loans.

The above change has been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

Once the final battle begins, investigators can no longer gain Clue tokens.

Monsters in Encounters

(page 20 in the first printing of the ***Arkham Horror*** rules)

Many encounters state that "A gate and a monster appear!" For these encounters, both the monster and the gate stay on the board. However, many other encounters state that just a monster appears. For example, one of the Black Cave encounters states "A monster appears!" and one of the Hibb's Roadhouse encounters states "A horrible monster appears!" When a monster but not a gate appears in an encounter, the monster does not stay on the board. If such a monster is defeated, players may take it as a trophy (unless its special ability states otherwise). If the monster is not defeated, it is returned to the monster cup, regardless of whether the investigator evades the monster or is knocked unconscious or driven insane by it.

The above change has been incorporated into the rulebook included in the revised edition of **Arkham Horror**.

Frequently Asked Questions

The following questions have been frequently asked about Arkham Horror.

When Does an Investigator…

Q: *When does an investigator pick up Clue tokens on the board?*
A: Investigators pick up Clue tokens in only two cases:

1. During the Movement Phase, if an investigator ends his movement in an Arkham location or street area containing Clue tokens, he picks them up after evading or combating any monsters in the same location or area. Investigators cannot pick up Clue tokens from a location or street area and then continue moving.

2. During the Mythos Phase, when a Clue token is placed in the same location as one or more investigators, one of them may immediately pick it up. If they cannot agree who gets the Clue token, the first player decides.

Note that investigators do not pick up any Clue tokens when they are sent to a location with a Clue token during the Upkeep Phase, the Arkham Encounters Phase, or the Other World Encounters Phase.

Q: *When must an investigator evade or fight a monster?*
A: Investigators must evade or fight monsters in only two cases:

1. During the Movement Phase, if an investigator ends his movement in an Arkham location or street area containing one or more monster tokens, or attempts to leave a location or street area containing one or more monster tokens, he must evade or combat those monsters (one at a time, in any order of his choosing). Investigators must do this during their Movement Phase even if they are *delayed*.

2. During the Arkham Encounters Phase and the Other Worlds Encounter Phase, when an encounter says "a monster appears," he must evade or combat that monster. If an investigator is instructed by an encounter to move to a different location or street area during the Arkham Encounters Phase or the Other World Encounters Phase, he does not evade or combat monsters there.

When an investigator returns from an Other World to a location or street area that contains monsters, he is not required to evade or combat any of those monsters during that Movement Phase. However, he may choose to evade or combat any number of those monsters.

Q: *When is an investigator drawn through a gate?*
A: Investigators are drawn through gates in only three cases:

1. During the Arkham Encounters Phase, if an investigator without an explored token is in the same location or street area as a gate, he is drawn through that gate. Note that some encounters may cause a gate to open in an investigator's location or to move on to the location. When this happens, the investigator is drawn through the gate and *delayed*.

2. During the Mythos Phase, when a gate opens in the same location as an investigator, he is drawn through the gate and *delayed*. The same is true if a gate is moved on to the investigator's location or street area.

3. An investigator is instructed to be drawn through a gate by a specific card or ability. In this case, simply follow the instructions provided.

Notice: the following question and answer combination is a correction of previous versions of this FAQ.

Q: *Exactly where, when, and what can investigators trade?*
A: Investigators may trade any time during the Movement Phase when they are in the same location, street area, or Other World area except during combat. They may trade before, during or after movement, which means trading does not end a move. Investigators who are *delayed* or who have lost their turn may still trade with other inves-

tigators in the same location, street area, or Other World area during the Movement Phase. They may also trade at any point during the Investigators Refresh step of battling the Ancient One.

They may trade Common Items, Unique Items, Spells, the Patrol Wagon, the Deputy's Revolver, Exhibit Items **[CotDP]**, Rail Passes **[DH]**, and Money. They cannot trade Clue tokens, Allies, Skills, Retainers, Deputy of Arkham, Loans, a Blessing, a Curse, an Injury **[DH]**, a Madness **[DH]**, The White Ship **[KH]**, The Great Seal **[KH]**, Monster trophies, Gate trophies or any other card not specifically stated as tradable.

Investigator Abilities

Q: *Does the Strong Mind ability (reduce all Sanity loss by 1) of the professor, Harvey Walters, apply to the casting of spells?*

A: No. The professor's ability works on losses, not costs. The same distinction applies to the gangster, Michael McGlen, and his ability to reduce Stamina losses.

Q: *What happens when characters that get to draw extra encounter cards at locations (Darrell Simmons for Arkham encounters and Gloria Goldberg for Other World encounters) have an encounter that instructs them to draw 2 cards and choose 1 to encounter?*

A: When instructed to draw 2 cards and choose 1, these investigators draw an extra card – which means they draw 3 cards and choose 1 to encounter.

Q: *If a Gate Burst* ***[DH, KH, BGotW, IH, LatT, MH]*** *occurs at Kate Winthrop's location, what happens? Does she prevent a Gate Burst from removing a seal?*

A: The Gate Burst is completely prevented. The seal remains.

Q: *How does Kate Winthrop's Science! ability affect Summon Monster (Spell)* ***[BGotW]****?*

A: She can't use it, nor can it be used by an investigator in her location or street area.

Q: *Does Kate Winthrop's Science! ability prevent encountering specific monsters (such as the Mi-Go mentioned in a specific encounter at the Science Building)? Does it prevent monsters from appearing due to Other World encounters (such as the God of the Bloody Tongue in the Other World encounter* ***[CotDP]****)?*

A: Yes to all of the above.

Q: *Does Kate Winthrop's Science! ability prevent a Spawn monster* ***[DH, KiY, IH]*** *from appearing?*

A: No.

Q: *If Kate Winthrop has an explored token in the same location as a gate that has a monster surge, does her Science! ability cancel the surge or does she only prevent the monsters appearing at that location (and monsters may appear in other locations)?*

A: The surge is completely canceled.

Q: *When happens during a monster surge when Kate Winthrop has an explored token in the same location as a gate other than one that has the monster surge?*

A: The surge is resolved as it normally would be, except monsters do not appear at Kate's location. The total number of monsters is distributed as evenly as possible among the remaining open gates, with no gate having more monsters placed on it than the gate where the monster surge occurred this turn. (Note: her ability does not reduce the number of monster tokens drawn as a result of the surge, it simply redistributes them to other gates.)

Q: *If Kate Winthrop has an explored token in the same location as a gate that has a monster surge, and her Science! ability cancels the surge, is an uprising token added to the Deep One Rising track?*

A: Yes.

Investigator Status

Q: *Can investigators be double* delayed*?*

A: *Delayed* is a binary condition, you are either *delayed* or not. You cannot be "double *delayed*."

Q: *Can an investigator do anything besides stand his marker up during the Movement Phase after he has been* delayed*?*

A: During the Movement Phase after a player's investigator has been *delayed*, the only things that player may do during his Movement Phase is stand his investigator marker up and participate in trades with other investigators in his location, street area, or Other World area. (Although once the player has stood his investigator's marker up again, the investigator must still combat or evade each monster in his location or street area. Note that the investigator still cannot move, use movement points, use any item or ability that replaces his normal movement, or cast spells during this Movement Phase to do so.)

A player whose investigator has been delayed during combat cannot stand up his marker until the Movement Phase of his next turn.

Q: *If an investigator who has only one item is knocked unconscious or driven insane, does he lose that item?*
A: No. An investigator who has been knocked unconscious or driven insane loses one half of his items, rounded down.

Investigator Cards

Q: *If I discard a card to pay a cost (e.g., to get rid of the Rumor "The Stars Are Right"), do I also get the listed benefit for discarding that card (e.g., the ally Duke may be discarded to immediately restore your Sanity to its maximum)?*
A: No. If you discard a card to pay a cost of some kind, you get no other benefits for discarding the card.

Q: *Characters in Other Worlds receive no movement points. But if a character in an Other World has an item that gives the character movement points, such as the Motorcycle or the Ruby of R'lyeh, can the character use an item that requires the character to spend movement points, such as the Necronomicon?*
A: No. You cannot receive movement points or use any items requiring movement points while in an Other World.

Q: *How do you resolve "searching the deck" for a specific card?*
A: Look through the entire deck for the card, take it, and then reshuffle the deck.

Q: *How do you resolve "searching the deck" for the first of a specific type of card, such as a* **Tome** *or* **Weapon***?*
A: Flip cards over from the top one-at-a-time until a card of the appropriate type is found. Take that card and place the other cards that were revealed on the bottom of that deck.

Q: *For the purposes of losing and trading, what exactly is considered an "item?"*
A: The following are considered items: Common Items, Unique Items, Spells, Patrol Wagon, Deputy's Revolver, Exhibit Items **[CotDP]**, and Rail Passes **[DH]**. Any Investigator Card not specifically mentioned above is not considered an item.

Q: *Some Items state that they cannot be lost or stolen unless you choose to allow it. When does this ability come into play?*
A: It would come into play when an investigator goes insane, gets knocked unconscious, or defaults on a bank loan. It would also come into play when any other game effect specifically instructs you to lose an item or tells you an item is stolen.

Q: *If an investigator gains a second Blessing, Curse, or Retainer when he already has one, does he roll a die to keep or lose it next turn? In other words, has he just acquired a new card, or does he simply keep the old and roll normally in the next Upkeep Phase?*
A: Treat the card as if it were newly acquired, so do not roll during the next upkeep to see if you lose it.

Bank Loan

Q: *Why wouldn't an investigator take out a Bank Loan, give all of his items and money to other investigators, and then default deliberately on the loan?*
A: Although an investigator can gain a Bank Loan and give all of his money and items to another investigator, he cannot deliberately default on the loan. When a player is rolling for his Bank Loan during the Upkeep Phase, if he rolls a 4–6, he does not have the option to lose the Bank Loan. An investigator may not wish be without any money or items for an uncertain amount of time.

Deputy of Arkham

Q: *Can you be arrested as the Deputy and do you stop being Deputy if you are arrested?*
A: Yes, you can be arrested, but if you are, you do not stop being Deputy.

Q: *When using the Patrol Wagon, do you need to find a route to your chosen destination that is free of monsters, or do you simply relocate your investigator to the chosen location?*
A: You simply relocate your investigator to the chosen location, ignoring monsters that would be passed through. However, if you begin or end your movement in a space with monsters, they must still be evaded as usual.

Q: *Can the Patrol Wagon be used to move to The Causeway* ***[KH]****, Wireless Station* ***[KH]****, Strange High House in the Mist* ***[KH]****, Devil Reef* ***[IH]****, or Y'ha-nthlei* ***[IH]****?*
A: No. Note that the Patrol Wagon replaces an investigator's movement entirely, so he could not, for instance, use the Patrol Wagon to move to the Harborside street area and then continue moving to The Causeway during the same turn.

Q: *Can the Patrol Wagon be used when an investigator begins his Movement Phase in The Causeway* ***[KH]****, Wireless Station* ***[KH]****, Strange High House in the Mist* ***[KH]****, Devil Reef* ***[IH]****, or Y'ha-nthlei* ***[IH]****?*
A: No. If an investigator begins his Movement Phase in any of those locations, he cannot use the Patrol Wagon this turn.

Q: *Can an investigator trade in trophies to become the Deputy if another investigator is already the Deputy (the existing Deputy would stop being Deputy)? If so, do they acquire the Patrol Wagon and/or Deputy's Revolver if they are still in the other investigator's possession?*
A: No.

Common Items

Q: *Do I have to be using the Bullwhip or Cross in combat to gain their special abilities?*
A: No, in the case of these two cards, you do not have to use them in combat to make use of their secondary abilities.

Q: *Can the Bullwhip be equipped to use for its combat bonus even if it is exhausted?*
A: Yes.

Unique Items

Q: *Does a Gate Box allow an Investigator to return to Arkham through any gate even though there is no gate open to the Other World he is coming from?*
A: Yes. That is the intent.

Q: *When an investigator returns to Arkham using a Gate Box, does he gain an "explored" marker? Does he gain an "explored" marker even if the gate he returns to doesn't correspond to the Other World he left from?*
A: Yes in both cases.

Q: *How exactly does Flute of the Outer Gods work? Must you first make an Evade or Horror check or are those considered "Combat" checks as well?*
A: Evade checks and Horror checks occur before the Combat check is made. The Flute of the Outer Gods only applies to the Combat check specified in step 2 ("Fight or Flee") of combat.

Spells

Q: *Are spells considered items? When an encounter instructs you to discard items, can you discard spells?*
A: Yes. Spells are considered items for all purposes. This doesn't always make perfect thematic sense, but it keeps things simple.

Q: *When exactly can Flesh Ward be cast?*
A: When you are told to lose 1 or more points of Stamina, you may cast Flesh Ward to prevent that loss. For instance, this can work on the Stamina from a single failed Combat check. This does not make the investigator immune to further harm from that source, it only prevents it one time.

Q: *Can a* delayed *investigator in an Other World cast Find Gate?*
A: No the only things a player whose investigator is *delayed* in an Other World may do during his Movement Phase is stand his investigator marker up and/or trade with another investigator in the same Other World area.

Q: *When an investigator casts a spell, can he spend all of his Sanity to pay the spell's Sanity cost?*
A: Yes. If he does so, once the Sanity cost has been paid the investigator makes his Spell check and, if he passes, the spell takes effect. Whether the check is passed or not, the investigator then goes insane. Note that if an investigator were to cast a spell to gain combat bonuses, he would go insane before having a chance to get into combat.

Q: *When an investigator casts a spell, can he spend all of his Sanity to pay the Sanity cost, even if his current Sanity is insufficient to pay the cost?*
A: No. If an investigator must pay a Sanity cost to cast a spell but cannot even by spending all of his Sanity, he cannot cast the spell.

Q: *Can an investigator who entered the Other World during the Movement Phase because of the Nightgaunt's combat ability immediately cast Find Gate and return to Arkham, experiencing no Other World encounters?*
A: Yes.

Q: *Can an investigator use the White Ship* ***[KH]*** *to move to the first area of an Other World and then cast Find Gate to return to Arkham, experiencing no Other World encounters?*
A: No, using the White Ship replaces an investigator's movement.

Q: *Are you allowed to cast Movement Phase Spells when you are* delayed*?*
A: No.

Q: *If one has multiple copies of a Spell can one immediately attempt to cast again using a second copy if the first attempt fails?*
A: Yes. However, even though the attempt to cast the first spell failed, the number of hand icons on the first spell still count against the limit of weapons and spells an investigator may use at one time.

Q: *Can Mists of Releh be used to pass a Martial Law* ***[IH]*** *Evade check? Does it actually mean pass any Evade checks in general?*
A: Yes to both.

Q: *If you fail to cast Mists of Releh, can you still make the Evade check normally?*
A: Yes.

Q: *Is the bonus gained from casting Voice of Ra affected by Magical Resistance/Immunity?*
A: No.

Q: *During combat, how long does a failed attempt to cast a spell use up an investigator's available hand(s)?*
A: A failed attempt to cast a spell uses the specified number of hands for an entire round of combat (i.e., for one iteration of combat steps 2 and 3.). In subsequent rounds of combat, the investigator may switch to a new weapon or try to cast a different spell.

Q: *Are there any restrictions on when "Any Phase" spells (like Enchant Weapon, Shrivelling, Wither, Dread Curse of Azathoth, and Red Sign of Shudde M'ell) can be cast in the combat sequence?*
A: "Any Phase" spells can be cast at any point in the combat sequence. For example, an investigator could legally use a Red Sign to cancel a monster's Nightmarish special ability before being forced to make a beginning-of-combat Horror Check, or an investigator could determine his success in casting a spell that gives a combat bonus before deciding whether to fight or flee.

Q: *Can Flesh Ward protect an investigator from all damage caused by a given monster during a whole combat?*
A: No. (In combat, the "one source" of damage Flesh Ward allows an investigator to ignore is the Stamina loss from a single failed Combat check, not all damage caused by a particular monster for the duration of the combat.)

Q: *Does Red Sign of Shudde M'ell allow one to ignore "abilities" other than the boldfaced ones - for example, the special damage on a Nightgaunt or Elder Thing, or the instructions on the Masks that have them?*
A: No. Only bolded special abilities.

Skills

Q: *The Skill card "Sneak" (and other Skill cards named after skills) says "+1 Sneak" in bold letters, then says in normal font "When you spend a Clue token to add to any Sneak check, add one extra bonus die." Are there two potential bonuses on this card, or is the text in normal font explaining what the bolded "+1 Sneak" means?*
A: These are two different bonuses. The Sneak card gives you a permanent +1 Sneak bonus, as well as the separate ability to add one extra die to Sneak checks whenever you spend a Clue token.

Locations

Q: *If a card causes a location to temporarily close, what happens to any monsters or investigators at that location?*
A: They are immediately moved into a street area as if the location had closed permanently.

Q: *How exactly do location special abilities work?*
A: The investigator may use the printed action on a location rather than draw an encounter card for that location during the Arkham Encounters Phase. An investigator may only use a location's special ability if he is able to meet the ability's requirements (either have at least $1 to shop with, or have the necessary Clue tokens, gates trophies, or monster trophies to spend, etc.). In other words, players cannot use the special ability of a location if they cannot actually resolve it. (Note: although some Common Items in the ***Dunwich Horror*** expansion cost $0, investigators still need at least $1 to use the special ability in the General Store. Also, if an investigator has the Credit Rating skill **[KH]**, Mask of Vice Exhibit Item **[CotDP(R)]**, or any other ability that would allow him to acquire or purchase items for sale without using money tokens, he does not need at least $1 to use a location ability that requires spending money.)

Q: *When spending monster trophies, do you count any modifiers to toughness currently in effect?*
A: Yes, use the modified toughness. This bonus applies to the use of any monster trophies spent at any location.

Q: *Why wouldn't investigators just camp out at the Curiositie Shoppe and buy the four elder signs?*
A: If an investigator shops at the Curiositie Shoppe or General Store, the investigator must purchase one of the three items drawn if he or she has enough money to do so. The other two items drawn are discarded to the bottom of the deck. This makes it significantly harder to "browse" the Unique Item deck looking for elder signs.

Q: *If at the Curiositie Shoppe or General Store, can I purchase more than one of the three items drawn if able?*
A: No.

Q: *When spending monster trophies, do you have to have them in exact groups of 5, 10, etc?*
A: No, but you may overspend only as much as is necessary and you get no "change" back.

Q: *At locations where trophies can be traded for items, can I use the location's special ability more than once in a turn?*
A: A location's special ability may only be triggered once per turn per investigator, unless a game effect specifically allows him to activate it more than once (for example, the Summoning Glass Exhibit Item **[CotDP]**).

Q: *Are locations' special abilities considered "encounters?"*
A: No.

Arkham Encounters

Notice: the following question and answer combination is a correction of previous versions of this FAQ.

Q: *If a location card tells an investigator that he may move to another location and have an encounter there, what happens if the location has any monsters, clue tokens, and/or a gate on it?*
A: Ignore all monsters and clue tokens at the new location. Monsters on the board are only dealt with during the Movement Phase. The investigator has a normal Arkham Encounters Phase at the new location, following either the "Gate" or "No Gate" instructions on pages 8-9 of the rulebook.

Q: *If a location card tells an investigator to go to another location, have an encounter, and return; what happens if the second encounter directs the investigator to move again? Does the second encounter cancel the first or is the first encounter resolved completely? If they are in conflict, which trumps?*
A: After subsequent encounters have been fully resolved, the investigator returns to the location in which he had the first encounter. In the event of conflict between the resolution of the first and subsequent encounters, the first encounter takes precedence.

Q: *If an encounter instructs that an investigator must "stay here for two turns and gain two Clue tokens," must the player forfeit the Clue tokens if some effect (such as the appearance of a gate) forces the investigator to leave that location before the two turns are up?*
A: No; the two effects ("stay here" and "gain Clue tokens") are not interdependent. If, for example, a gate opens before the investigator has spent two turns in the location, the investigator is drawn through the gate and delayed in an Other World. The new condition – being delayed in an Other World – can supersede the "stay here" instruction without affecting the "gain Clue tokens" instruction.

Q: *When a location card says "a gate and a monster appear," which appearance is resolved first?*
A: The gate appears first, and any investigators at the location are drawn through the gate. Then the monster appears. Monsters that appear as a result of these encounters stay on the board, count against the monster limit, can go to the Outskirts, etc., as normal.

Q: *When a location card says "a gate and a monster appear," is a doom token added to the doom track?*
A: Yes.

Gates and Other Worlds

Q: *Do I receive an "explored" marker if I enter the first area of an Other World, have an encounter, and become lost in time and space?*
A: No.

Q: *Do I receive an "explored" marker if I enter the first area of an Other World, have an encounter, and am sent back to Arkham?*
A: Yes.

Q: *Do I receive an "explored" marker if I enter the first area of an Other World, cast "Find Gate," and return to Arkham?*
A: Yes. In general, whenever you "return to Arkham," you reappear at a gate that leads to the Other World you were in and gain an "explored" marker.

Q: *Why is an investigator* delayed *when a gate opens up in their location, but not* delayed *if he enters the gate normally?*
A: If the investigator was not *delayed* by a gate opening up in his location, he would be able to get through the Other World having only one Other World Encounter rather than two.

Q: *If an investigator is* delayed *in the Other Worlds and draws an encounter that returns him to Arkham, is he still delayed when he returns?*
A: Yes. Returning to Arkham doesn't affect the fact that he is *delayed*.

Q: *If a gate with the + symbol is closed, are + symbol monsters removed from the Outskirts too?*
A: Yes. All monsters showing the same symbol as the gate being closed or sealed are returned to the monster cup, even those in the Outskirts.

Q: *What happens to a monster that emerges from a gate that appears at a closed location? Or if a location closes while there is a monster and a gate at the location? Is the monster trapped inside the closed location?*
A: The gate replaces the location, so while the gate is open there is no closed location for the monster to be "trapped" in. Put the gate over the closed marker. If the gate is later closed, then resolve the effects of a closed location – i.e., any monster or investigator at the location that appeared with the gate is tossed out into the street.

Q: *Under what circumstances does an investigator leaving an Other World place an explored marker under his marker?*
A: An investigator receives an explored marker any time he moves directly from either area of an Other World space to an Arkham location where there is an open gate that corresponds to the Other World he came from. This circumstance includes when he moves normally from the second area of an Other World, when he has an Other World encounter in the first area of an Other World and it instructs him to return to Arkham, and when he casts a Find Gate spell. An investigator does not receive an explored marker when he is lost in space and time while in an Other World, because even though he will eventually return to Arkham, he won't have travelled directly from the Other World to an Arkham location with a corresponding gate.

Q: *When a location encounter states that an investigator has an Other World encounter and then immediately returns, what should occur if the Other World encounter delays the player?*
A: The investigator immediately returns to the location in which he had his location encounter and is *delayed* there.

Q: *When an encounter in the Other World refers to "the gate you entered" does it mean the exact gate or does it mean any gate that leads to the Other World you're in?*
A: The exact gate.

Q: *An Abyss encounter says "the caverns split" and make a Luck check. If the result is 0-1 successes, the investigator must "Move to the Black Cave." If there is a gate on the Black Cave location (not necessarily to the Abyss), would the investigator get an explored marker since the card does not say "return to Arkham?"*
A: No. The investigator got spat out of an unexpected exit and was not returned to Arkham.

Q: *Are doom tokens added even if a gate doesn't appear (i.e. if a gate opens on Kate Winthrop's location)?*
A: No.

Mythos Cards

Q: *Is the Deputy subject to the "Curfew Enforced" Mythos card? In other words – if the Deputy stays on the streets at the end of his turn, can he be sent to jail?*
A: No. The Deputy is not subject to the penalty for being on the streets when Curfew is active.

Q: *Do cards that affect monsters at Miskatonic University (such as the "Campus Security Increased" Mythos card or the "Flute of the Outer Gods" Unique Item) affect monsters spawned by "The Terrible Experiment"?*
A: No. Those monsters are not actually on the board; they can only be fought as if they were.

Q: *What do activity markers do? Are they just referenced by cards that I haven't seen yet?*
A: Activity markers are just reminders of activity that is occurring in an area. They are most often used to mark where a Rumor is active, but may be used for other activities that occur from the Mythos cards as well.

Q: *Do environment cards affect investigators in Other Worlds? Since most cards specifically state "in Arkham," does the absence of this phrase include the Other Worlds? In particular, do cards that increase the toughness of monsters also increase any monsters that appear in the Other World as a result of an encounter?*
A: Yes. If the phrase "in Arkham" is not within the text of the effect, then it affects investigators in the Other Worlds.

Q: *Does the All Quiet in Arkham! Mythos Card affect investigators in Other Worlds? Does the Ill Wind Grips Arkham Mythos Card affect the first player in Other Worlds?*
A: Yes. The text of the effect does not mention "in Arkham."

Q: *When a card or other game effect instructs a player to draw a Mythos Card outside of the Mythos Phase, does the card have any effect beyond that described by that specific game effect?*
A: No. It is discarded without further effect.

Q: *If a special ability activates by the drawing of a Mythos Card, such as Ghroth's Mystic ability (Herald) **[KH]**, when does it activate? Are these special abilities activated if Mythos Cards are drawn for ancillary information, such as to find a gate location for a new Servant of Glaaki (Monster) **[DH]**?*
A: The special ability is resolved before any part of the Mythos card is resolved. The ability is only triggered if the Mythos Card is being resolved in full.

Q: *When the Fourth of July Parade! is resolved, where does an investigator go if he is kicked out or Barred **[CotDP]** from a location in the Merchant District?*
A: Immediately move the shortest distance needed to leave. If 2 or more spaces are tied for the shortest, the player chooses.

Q: *If investigators fail The Terrible Experiment while the Raining Cats and Dogs environment is in play, would that send Fire Vampires that were on the card to the cup?*
A: Yes.

Q: *When a Mythos Card says all Chthonians and Dholes in Arkham are returned to the cup, does the Outskirts count as "in Arkham?"*
A: No.

Q: *Do the effects of environment cards supersede other game effects, for example if the Planetary Alignment card is in play (which sets Sanity costs of spells at zero) at the same time as the Miriam Beecher Blight Card [KiY] (which increases the Sanity costs of spells by one), how are the two effects reconciled?*
A: The environment card takes precedence, even in conflicts with other mythos cards. In the example, Sanity costs for spell would be zero and the increase in the cost mentioned of Miriam Beecher's Blight Card is disregarded.

Q: *If an investigator with an explored marker is in the same location or street area as a gate and a Clue token is placed in that location or street area during the Mythos Phase, does the investigator gain the Clue token or does it not appear due to the gate?*
A: The Clue token does not appear due to the gate.

Monsters and Combat

Q: *What happens when combat is a stalemate (for example, when Michael McGlen can't roll enough dice to kill the monster, he continually absorbs the combat damage, but can't evade either)?*
A: His sanity is reduced to 0, he goes insane, and the combat ends immediately.

Q: *When encountering multiple monsters as a result of an Arkham or Other World encounter, do you draw them all at the same time? Can you choose the order in which you encounter them?*
A: Yes, you draw them all at the same time and may encounter them in any order you choose.

Q: *The rules state that an investigator does not have to engage monsters during the same turn that he returns from an Other World. Can an investigator choose to engage a monster if he wishes to?*
A: Yes, provided he returned during the Movement Phase. If he returned during any other phase, he must wait until the next Movement Phase to engage the monsters.

Q: *During the turn in which an investigator returns from an Other World, if there is more than one monster on his location, can he choose to engage one and ignore the other?*
A: Yes, provided he returned during the Movement Phase. If he returned during any other phase, he must wait until the next Movement Phase to engage the monsters.

Q: *In an area with both monsters and Clues, may investigators pick up Clues before fighting the monsters or must they defeat or evade all monsters before picking up Clues?*
A: Monsters first, then Clues.

Q: *How long do Combat bonuses from investigator cards last?*
A: It depends on the type of weapon or spell granting the bonus. All weapons or spells fall into one of the four categories below, and have durations as follows:

Standard weapons, whose rules text takes the form "+X to Combat checks," have bonuses that last as long as the investigator devotes the required number of hands to their use. They can be used for multiple rounds of combat and in multiple battles each turn. Examples include .38 Resolver, Shotgun, and Axe.

One-shot weapons, whose rules text takes the form "+X to Combat checks (discard after use)," have bonuses that only last for one Combat check, after which the item is discarded. Examples include Dynamite and Molotov Cocktail.

Burst weapons, whose rules text takes the form "Exhaust before making a Combat check to gain +X to that check," have bonuses that last for one Combat check and are then exhausted and cannot be used again until refreshed.

Spells, whose rules text takes the form of "Cast and exhaust to gain +X to Combat checks until the end of this combat," last until the end of the combat in which they are cast (i.e., for multiple combat rounds until the combat is over), as long as the investigator continues to devote the required number of hands to keep the spell going. If the investigator stops devoting the required number of hands, the bonus expires. Since the spell is exhausted at the time of casting, it can only be used to fight one monster each turn. In the final battle against the Ancient One, however, such spells must be re-cast for each attack (and can be, since they refresh at the beginning of each round of the final battle). Examples include Wither and Shrivelling.

Monster Abilities

Q: *What happens if you draw a Nightgaunt (special ability: if you fail a Combat check against a Nightgaunt, you are drawn through the nearest open gate) as an Other World Encounter?*
A: The nearest gate is the gate back to Arkham, so, if you fail a combat or evade check against the Nightgaunt, you are immediately returned to Arkham and given an "explored" marker. Thematically, as servants of Nodens, Nightgaunts sometimes helped investigators.

Q: *Does a Nightgaunt also move when dropping you into a gate or does it stay where it is?*
A: It stays in its current street area or location.

Q: *If an investigator fails a combat check against a Nightgaunt while in Arkham and no gates are open, what happens? What about while in an Other World and no gates are open? (Note that this can occur if all gates have been closed but the investigators do not collectively have enough gate trophies to win.)*
A: The combat immediately ends with no effect.

Q: *Who determines where a Hound of Tindalos moves if two investigators are tied in being nearest to the hound?*
A: As per the rules governing flying monsters, the hound will go after the investigator with the lower Sneak value. In case of a tie, the first player chooses.

Q: *When monsters that move to the "closest investigator" are on a board with no investigators, how do they move?*
A: They move towards the investigator with the lowest Sneak value on any board. First player chooses if tied.

Q: *Does Physical/Magical Immunity/Resistance prevent the secondary effects of a Physical/Magical Weapon or Spell?*
A: No. These monster abilities only reduce and/or eliminate the bonus to the combat check provided by a weapon. This has no effect on the item's other abilities.

Q: *Does the Chthonian's ability to inflict Stamina loss instead of moving affect investigators in Other Worlds?*
A: No, the Chthonian creates an earthquake that only affects Arkham and the investigators located there. This is one of the few times investigators are safer in Other Worlds.

Q: *Can weapons be used against The Dark Pharaoh (Mask monster) as normal?*
A: Yes, because you are still making a Combat check. You are merely using Lore to make it instead of Fight. Presumably you're coming up with clever ways to use items.

The Sky and Flying Monsters

Q: *Please clarify how flying monsters move.*
A: Flying monsters move according to the following rules:

1. Flying monsters only move when their symbol comes up in the Mythos Phase, just like other monsters.

2. Flying monsters will not leave a space that already contains an investigator.

3. When a flying monster in a street area or location moves, it will either move to an adjacent street space that has an investigator in it, or failing that, move to the Sky.

4. When a flying monster in the Sky moves, it will move to any street space on the board with an investigator in it. If there's more than one investigator to choose from, the monster moves into the space of the investigator with the lowest Sneak value. If the investigators' Sneak values are the same, the first player chooses which investigator the monster moves toward, as usual. If there are no investigators in a street space, the monster remains in the Sky.

Q: *If a Gate Burst* ***[DH, KH, BGotW, IH, LatT, MH]*** *is prevented for whatever reason, do flying monsters still move? If Atlach-Nacha* ***[KH]*** *is the Ancient One, does every Mythos Card with a gate cause the flying monsters to move?*
A: Yes to both.

Q: *If the number of monsters in Arkham is at the monster limit, and a monster that is on an expansion board moves to the Sky, what happens to that monster?*
A: The monster is moved to the Outskirts. The Sky is considered part of Arkham, so a monster moving to the Sky from an expansion board counts against the monster limit.

The Outskirts and Monster Limits

Q: *Can you give an example of how the monster limit and the Outskirts work?*
A: The monster limit is equal to the number of players plus three. If adding a monster to the board would bring the number of monsters above the monster limit, the monster is placed in the Outskirts area instead. When the Outskirts become too full, the terror level is increased by 1 and all the monsters in the Outskirts are returned to the monster cup. The maximum number of monsters that may be in the Outskirts without raising the terror level is 8 minus the number of players, as listed in the chart on page 18 of the rulebook.

Example: *In a 3-player game, the* ***monster limit is 6*** *and the* ***maximum number of monsters in the Outskirts is 5****. There are 3 open gates on the board, 6 monsters in Arkham, and 4 monsters in the Outskirts. During the Mythos Phase, you draw a location that already has an open gate, so you have to draw 3 more monsters. You would first draw 2 monsters and place them in the Outskirts. The Outskirts limit would be* ***exceeded*** *upon placing the second monster, so you would then increase the terror level by 1 and return the six monsters in the Outskirts to the cup. Finally, you would draw the third monster and place it in the Outskirts.*

Ancient One Powers

Q: *Ithaqua's "Icy Winds" power says "All Weather cards are discarded without their special effects taking place." What happens in a game with Ithaqua if a non-Weather Environment is already in play, and a Mythos card with a Weather Environment effect is drawn?*
A: Do not replace or discard the existing non-Weather Environment card. Do the basic upkeep portions of the new Weather Mythos card (gate, clues, monsters move), but ignore its special ability and then discard it.

Q: *Yog-Sothoth's The Key and the Gate power states that "the difficulty to close or seal a gate increases by 1." Does this mean 6 Clue tokens are required to seal gates?*
A: No. It means only that 2 successes are required on the Lore or Fight check to close gates.

Battling the Ancient One

Q: *In combat with Ancient Ones, do investigators get a full Upkeep Phase, or is the Upkeep Phase limited in some way during the final battle?*
A: Investigators get a full Upkeep Phase.

Q: *In combat with an Ancient One, how do cumulative successes in the "Investigators Attack" step work?*
A: To defeat the Ancient One, the players must do a total number of successes equal to the number of players multiplied by the number of doom tokens on the Ancient One. So, if 4 players are facing Yig (doom track of 10), they need 40 successes to win. For every 4 successes they do, they remove 1 doom token to track their progress. If the

investigators get 9 successes in the first round of combat, they would remove 2 doom tokens, and 1 success would carry over to the next round of combat.

Q: *At the start of battle with Ithaqua, how do you roll to see if you lose items? Do you choose each item one at a time and roll to see if you lose it, or do you roll all the dice at once and then choose which items you lose?*
A: You roll separately for each item.

Q: *Are weapons and items that can't be lost or stolen immune to Ithaqua's Start of Battle ability?*
A: Yes.

Q: *Does the Ancient One's "Stirs in his Sleep" ability stop once the Final Battle begins?*
A: The ability is in effect during the entire game, including the Final Battle.

Q: *The base game rules instructed you to stop collecting money once the Final Battle began. Given that some weapons require money to be spent to refresh them, does this restriction still apply?*
A: Yes.

Q: *During the final battle, are investigators considered to be in the same location for purposes of trading, character abilities and other game effects?*
A: Yes.

Q: *The Warding Statue Unique Item reads: "...can also be used to cancel an Ancient One's entire attack for 1 turn." What happens with those Ancient Ones who have a decreasing modifier for the Skill check, does the cancelled attack count when counting the turns in the final battle? For example, if the Investigators are fighting against Hastur and one of them uses the Warding Statue on the first turn, what is the* ***Luck check*** *modifier on Hastur's attack on the second turn, +1 or +0?*
A: The modifier decreases even if the attack was canceled. In the example, the **Luck check** modifier would be +0.

Miscellaneous

Q: *If a card tells you to "lose your next turn," does this mean skip all phases, including Upkeep?*
A: Yes, all phases except the Mythos Phase. Note that this is different from being told to "stay here next turn," which means you are *delayed*. Any effect that applies to being *delayed*, applies when an investigator is instructed to "stay here next turn." (Even if an investigator is *delayed*, he must still combat or evade each monster in his location or area during the Movement Phase. Note that the investigator cannot move, use movement points, or cast spells during this Movement Phase to do so.)

Q: *When can a character perform actions during a phase? For example, if a player with the ally Duke ("discard to immediately restore your Sanity to its maximum") draws an encounter and has to roll a die and lose that much Sanity, when can he discard Duke to restore Sanity: not at all once the encounter card is drawn, before the roll, or after the roll?*

A: He may discard Duke after the roll, provided he has not been driven insane. Actions can be performed at any time during their listed phase as long as any given conditions are met. However, once an encounter is drawn, it must be resolved before any more actions can be performed. So, in the case of Duke, you can use him before or after drawing an encounter card, but if you draw the encounter card and it inflicts Sanity loss that reduces you to 0 Sanity, you go insane before you can use Duke. Flesh Ward is one exception to this rule because it prevents a Stamina loss and is intended to be used in response to such events. The Premonition Spell **[CotDP]** is another exception.

Q: *How does a re-roll work? Can you re-roll only the skill dice that you have before spending Clue tokens, or can you re-roll all the dice you've rolled on a given check, including the extra dice gained from spending Clue tokens?*

A: You re-roll all the dice you've rolled for the skill check so far, so you can re-roll dice gained from spending Clue tokens as long as you spend your Clue tokens before using your re-roll.

Q: *Do you immediately gain any Clues at locations you move to during Upkeep (from being Lost in Time and Space)?*

A: No.

Q: *Do you immediately gain any Clues at locations you move to during Arkham Encounters (through being redirected by an encounter)?*

A: No.

Q: *How do you resolve an encounter that says "your turn ends?"*

A: Your investigator may do nothing further for the remainder of this turn until the Mythos Phase.

Q: *Is "cost" and "sacrifice" the same thing? For example Harvey Walters (Investigator) is working on Sealing the Beast's Power (Unique Item) **[DH]**, would his Strong Mind ability stop him from losing the Sanity or would it be considered a cost like a Spell?*

A: Yes, sacrifice is meant to be synonymous with cost. Harvey would not reduce the Sanity loss.

Q: *What happens if the general supply of Clue tokens is depleted?*

A: Use pennies, poker chips, or some other small items to stand in for the Clue tokens until the general supply is replenished. Alternatively, if no more Clue tokens are available, track any Clue tokens that are gained or placed in play with paper and pencil.

Q: *Can you voluntarily fail a check, or ignore successes (e.g. when you roll dice during an encounter and consult a table)?*

A: No, you cannot ignore successes or voluntarily fail a check.

Q: *If an encounter or other event tells you to give or spend all of some resource (Money, Stamina, Sanity, Clue tokens, Focus, etc.), but you have zero of that resource, does this count as having given or spent that resource?*

A: No, you must have that resource to give away or spend in order to meet the requirements.

Q: *If the **devouring** of an investigator is what leads to the Ancient One waking up – such as by successfully casting Call Ancient One (Spell) **[BGotW]** or using Massa di Requiem per Shuggay (Unique Item) **[KH]** - do you draw a new investigator for the Final Battle?*

A: No, the player who's investigator was **devoured** is eliminated from the game. The number of successes necessary to remove a doom token from the doom track is not reduced as a result, however.

Q: *When starting a new investigator after a previous one has been **devoured**, at what point in the turn does the new investigator start?*

A: The new investigator starts at the beginning of the next turn.

The Curse of the Dark Pharaoh™

Errata

The Triune Mask/Mask of the Three Fates

One of the Inner Sanctum encounters instructs the player to search the Exhibit Item deck for the "Triune Mask" card. This should be the "Mask of the Three Fates" card instead.

Spell

The Markings of Isis spell should not have a "hand" icon printed in its lower left corner.

Location Encounter Corrections

A Silver Twilight Lodge encounter reads, "The lights go out; you hear chanting and feel a knife at your throat. You may:

1. Flee. Lose 1 Stamina and move to the street.
2. Allow them to cast their ritual upon you. Lose 2 Stamina, but take the Visions card and gain 1 Clue token.
3. Attempt to take control of the ritual with a **Lore (-1) check**. If you pass, the Lodge offers you a Silver Twilight membership."

The third option should include the text "If you fail, lose 3 Stamina and all of your spells, then move to the street."

A Train Station encounter states, "You share a train car with a foreign visitor. When you step off and open your valise, you realize you grabbed the wrong one! Discard a Common or Unique Item if able, then make a **Luck (+0) check**. If you pass, draw a number of Unique or Exhibit Items equal to the number of successes rolled, and keep one. If you fail, follow the instructions as above but draw from the Common Item deck instead." The last sentence should instead read, "If you fail, discard an additional Common or Unique Item if able and then make an another **Luck (+0) check**. If you pass, draw a number of Common Items equal to the number of successes rolled, and keep one. If you fail this second check, nothing happens."

A Newspaper encounter begins "A reporter will pay you handsomely, whether in money or information, for an exposé on the life of a monster hunter. Discard any number of monster trophies to gain $1 or 2 Clue tokens (in any combination) for each point of toughness worth of monsters discarded." The offer should be "gain $2 or 1 Clue token (in any combination)."

Mythos Card Corrections

On the Corpses Preserved Mythos Card, the final sentence reads: "Only monsters that are defeated may be taken as trophies again; if the investigator flees or the monster defeats him, the monster is returned to the box." It should state "the monster is returned to the cup."

Rule Changes and Clarifications

Allies in The Curse of the Dark Pharaoh vs. The Dunwich Horror and The Kingsport Horror

The Curse of the Dark Pharaoh expansion has different rules for how the new Allies included with each expansion should be incorporated into the base game than the Dunwich Horror and the Kingsport Horror expansions have. The Dunwich Horror and Kingsport Horror rules state that only 11 total Allies should be used in the game, while the Curse of the Dark Pharaoh rules instruct players to use all the Allies from the original game and the expansion, but to discard two Allies each time the terror level increases.

While players may agree to use either method for dealing with expansion Allies, officially, the Kingsport Horror rules are preferred. They read:

"Although 11 new Allies are included in this expansion, only 11 total Allies should be used in each game. When preparing the Ally deck, shuffle it and deal out 11 cards faceup, returning the others to the box. Players may examine the allies to see which ones will appear. Then turn the Ally cards facedown and shuffle them again. Allies that are taken as starting equipment in setup step 9 will come from this deck of 11 cards.

If a specific Ally is part of an investigator's fixed possessions, remove that Ally from the Ally deck before dealing out the Allies to be used that game, then reduce the number of Ally cards placed in the Ally deck accordingly, making sure to only use a total of 11 Allies."

Frequently Asked Questions

Spells

Q: *The Shroud of Shadows has a Sanity cost of "Special." Does this Spell have a Sanity cost of 0 for encounters that reference Spell cost?*
A: Yes.

Q: *How does Daisy Walker's Iron Will ability (Investigator)* ***[KH]*** *or the Crystal of the Elder Things (Unique Item)* ***[KH]*** *affect the cost of The Shroud of Shadows?*
A: Choose your amount then use Daisy's ability or the Crystal of the Elder Things to reduce the cost.

Q: *When exactly can Premonition be cast?*
A: Any time, including during an encounter, during combat, and during the Mythos Phase. It cannot be used to adjust skills during a skill check after the dice have been rolled for the check.

Q: *If you fail to cast Markings of Isis, can you still make the Horror check normally?*
A: Yes.

Allies

Q: *Does Erich Weiss un-delay you when you gain him as an Ally or does he just prevent the next time you are delayed?*
A: The next time.

Q: *Does Father Iwanicki un-Curse you when you gain him as an Ally or does he just prevent the next time you are Cursed?*
A: The next time.

Q: *Can The Messenger be discarded to prevent you from being devoured when your Sanity and Stamina reach 0 at the same time?*
A: No.

Q: *Can The Messenger be discarded to prevent you from being devoured when your maximum Sanity or Stamina reach 0?*
A: No.

Q: *Can The Messenger be discarded to prevent you from being devoured when you are Lost in Time and Space when Yog-Sothoth* ***[AH]*** *is the Ancient One?*
A: No.

Q: *Can The Messenger be discarded to prevent you from being devoured when you accept the Mi-Go offer for immortality (Other World Encounter)?*
A: No.

Q: *A Yuggoth Other World Encounter from* ***Innsmouth Horror*** *begins "The spores that the alien creatures implanted beneath your skin are changing you…" Can The Messenger be discarded to prevent you from being devoured when there are 5 Clue tokens on the card?*
A: No.

Q: *Can The Messenger be discarded to prevent you from being devoured when you "push through the walls of fatigue and confusion" and "seal the gate through which you entered" by sacrificing yourself (Other World Encounter)?*
A: No.

Q: *Can The Messenger be discarded to prevent you from being devoured when you fail the roll to resist the effect of a brood token when Eihort* ***[KH]*** *is the Ancient One?*
A: Yes.

Q: *Can The Messenger be discarded to prevent you from being devoured when you reach 0 monster trophies when Shub-Niggurath* ***[AH]*** *attacks during the Final Battle?*
A: Yes.

Q: *Can The Messenger be discarded to prevent you from being devoured when you reach 0 gate trophies when Yog-Sothoth* ***[AH]*** *attacks during the Final Battle?*
A: Yes.

Q: *Can The Messenger be discarded to prevent you from being devoured when you reach 0 Clue tokens when Nyarlathotep* ***[AH]*** *attacks during the Final Battle?*
A: Yes.

Q: *Can The Messenger be discarded to prevent you from being devoured when Glaaki (Ancient One)* ***[DH]*** *sets the Terror Level to 10+ during the Final Battle?*
A: No.

Q: *Can The Messenger be discarded to prevent you from being devoured when Shudde M'ell (Ancient One)* ***[DH]*** *attacks when he has no rubble tokens left?*
A: No.

Q: *Can The Messenger be discarded to prevent you from being devoured when you cannot discard the necessary trophies, tokens, and/or items when Abhoth (Ancient One)* ***[DH]*** *or Tsathoggua (Ancient One)* ***[DH]*** *attacks during the Final Battle?*
A: Yes.

Q: *Can The Messenger be discarded to prevent you from being devoured when Atlach-Nacha (Ancient One)* ***[KH]*** *attacks and the investigator with The Messenger is*

selected to be devoured (The Messenger would then be discarded back to the Ally deck)?
A: Yes.

Benefit and Detriment Cards

Q: *Do you immediately discard a Benefit Card or Detriment Card if you already meet the discard requirement when you receive the card or do you discard it the next time you meet the discard requirement?*
A: The next time.

Q: *Do you discard Harried when two or more monsters appear simultaneously during an encounter?*
A: Yes.

Q: *Local Guide reads: "**Movement:** Your speed is reduced by 1 as you show your visitor around Arkham." Does it mean that you receive 1 less movement point or is your Speed reduced by 1 during the Movement Phase?*
A: Your Speed is reduced by 1 during the Movement Phase.

Q: *Three of the Benefit cards read "You may allow any other investigator…" whereas the Psychic Benefit card reads, "You may allow any one investigator…" Is the Psychic Benefit card the only one that can actually affect the investigator who possesses it? Can the owner of the Psychic Benefit card allow himself to loan a Skill card to another investigator? Can he receive a loaned Skill card from another investigator?*
A: Yes to all of the above.

Q: *The Visions Benefit card reads "**Upkeep:** You may allow any other investigator to discard a Spell in order to gain Clue tokens equal to 1 plus the Spell's Sanity cost." Who exactly gains the Clue tokens, the investigator with the Visions Benefit card or the one who discarded the Spell?*
A: The investigator who discarded the spell.

Exhibit Items

Q: *What does it mean to "exhaust a ready exhibit item?" Do you simply have to exhaust any Exhibit Item that you have? Is it an item that must be able to be exhausted (such as the Masks?) If you exhaust a Mask, does the ability take effect immediately and continue to count down?*
A: You may exhaust any Exhibit Item. It does not need to be exhaustible and doing so does not trigger any other effects.

Q: *When you are using the Scales of Thoth to grant bonuses and penalties "on all checks against monsters," do those bonuses and penalties only apply to Evade, Combat, and Horror checks? Do they apply to special monster checks made while dealing with a monster, as in the case of The Bloated Woman (Mask monster) **[AH]** or The Black Man (Mask monster) **[AH]**?*
A: They only apply to Evade, Combat and Horror checks.

Q: *When an investigator discards Clue tokens because of gaining the Amnesia (Madness Card) **[DH]**, does another investigator with the Book of Anubis gain those Clues?*
A: No.

Q: *If you place Pentagram of Blood on the Miskatonic Streets just before the Terrible Experiment (Mythos Card) **[AH]** failed, would that direct qualifying monsters to the cup?*
A: Yes.

Q: *How does Summoning Glass work with other situations that affect Location Special Abilities? Can you use closed locations? Can you use locations closed by Tsathoggua **[DH]** when he is the Ancient One? Can you access the Strange High House (location) **[KH]**?*
A: You may still use the location abilities if closed, including those closed by Tsathoggua's Malaise power. You cannot use the Strange High House.

Q: *Can an investigator use the special ability of his current location and then discard the Summoning Glass to resolve the same ability again?*
A: Yes.

Q: *Can an investigator use the Summoning Glass when he is in a street area or Other World (and would not otherwise do anything during the Arkham Encounters Phase)?*
A: Yes.

Location Encounters

Q: *An Arkham Asylum encounter states that if you fail a Will check, "you immediately go insane." Does that mean you must reduce your Sanity to 0 and go insane because of that or is it otherwise identical to going insane but without reducing your Sanity to 0?*
A: Reduce your Sanity to 0. Harvey Walters (Investigator) **[AH]** cannot bypass this effect.

Q: *A Bank of Arkham encounter allows you to "trade in monster and gate trophies to be* Blessed *as described at" South Church, or* Blessed *for free if you have certain items. Can you* Bless *another investigator instead, as that is described as part of the Church's special ability? If Tsathoggua* ***[DH]*** *is the Ancient One, are you prevented from doing one or both actions regardless of meeting the requirements?*
A: You cannot *Bless* other investigators. Tsathoggua does not prevent you from being *Blessed*.

Q: *A General Store encounter offers all investigators to give the player having the encounter any amount of "money to purchase a single Common Item of his or her choice at list price." Is that his or her choice from the deck, or from some certain number drawn off the top? In the latter, can "Ashcan" Pete (Investigator)* ***[AH]*** *buy from the bottom? It goes on to say you can hand off the item when you enter the "same location" as the player who requested it. Is that literally a location or is it any location, street area, or Other World area?*
A: Draw three off the top and choose. "Ashcan" Pete can buy from the bottom only if he is the one having the encounter. The text refers to any location, street area, or Other World area rather than just a location.

Q: *A Ma's Boarding House encounter lets you put tokens on the Food card (Common Item)* ***[AH]****. Can multiple tokens be discarded against the same source of Stamina loss? If you trade the Food away, does it retain the tokens?*
A: Yes, you may use it multiple times. If the Food is traded, all unused tokens remain on the card.

Q: *A Silver Twilight Lodge encounter forces you to have an encounter at the city of the Great Race, rewarding you with a membership and a Clue token if "you passed a test or defeated a monster encountered there." Does "test" mean "skill check?"*
A: Yes.

Q: *A South Church encounter states "If you have any exhibit items, Father Michael calls them profane works and demands you destroy them. If you refuse, you're barred from Southside. If you agree gain 1 Sanity and 1 Clue token per item discarded." Can you choose to discard only some of your Exhibit Items? If you do, are you still barred?*
A: Yes, you may discard only some of them. If you retain any, you are barred.

Q: *A The Unnamable encounter allows you to double your Clue tokens. Does Rex Murphy* ***[KH]*** *also gain an additional Clue token after doubling his Clues?*
A: Yes.

Q: *A Witch House encounter states you can make a Will check and gain Clues equal to the number of successes or gain Spells for every 2 successes. Can you gain a combination of the two rewards?*
A: Yes.

Q: *A Ye Olde Magick Shoppe encounter allows an investigator to gain the Private Investigator (Benefit Card), but become Barred from Uptown as a result. Since the Private Investigator is discarded if you are Barred from any location, does the investigator have to immediately discard the Private Investigator card?*
A: You do not discard Private Investigator until the next time you are barred from a location.

Q: *A Curiositie Shoppe encounter allows an investigator to discard Clue tokens to search the Common Item deck and take any number of items with a total value equal to or less than the number of Clue tokens discarded. Can an investigator take any number of Tasks* ***[DH]*** *when resolving this card?*
A: No. An investigator cannot chose Tasks from the Common Item deck when resolving this card.

Q: *An encounter in the Science Building has the investigator face a Mi-Go "from the monster cup". What if there are no Mi-Gos left in the monster cup, but all are on the board, have been taken as trophies, or have been returned to the box?*
A: In that case, nothing happens.

Other World Encounters

Q: *A City of the Great Race encounter lets you discard spells as though they were Clue tokens during "this combat." For which skill checks may they be discarded?*
A: They may be discarded on Evade, Combat and Horror checks, beginning with the initial Horror check. They cannot be discarded on the Evade check before entering combat.

Q: A Plateau of Leng encounter begins "From these alien heights, everything seems so clear" where you keep losing 1 Stamina until you can pass an increasingly difficult Will check. What happens when it is impossible for Michael McGlen (Investigator) ***[AH]*** *to pass the check?*
A: He loses all Sanity and is Lost in Time and Space.

Q: *A The Dreamlands encounter causes one of your random monster trophies to return to life and surprise you. If you evade or are defeated by the monster, is it returned to the cup?*
A: Yes.

Q: *A Yuggoth encounter states "The Mi-Go offer immortality… of a sort. If you accept, you are devoured, except that you keep all of your spells, skills, and Clue tokens, to be used with your next investigator. Then close and seal a gate to Yuggoth if one is open." Does that gate trophy go to your new investigator (since trophies are transferred when investigators are devoured)?*
A: Yes.

Q: *An Other encounter on a blue Other World card causes all the monsters on the gate you entered to appear, is Kate Winthrop* ***[AH]*** *exempt from this?*
A: Yes.

Q: *A blue Other encounter on an Other World card reads: "The stench of fecundity and blood surrounds you. A monster appears! If you do not evade it or defeat it on the first round of combat, it replicates, and you must evade or defeat a second one!" A second what? Another random monster from the cup? Or a second monster of exactly the same kind?*
A: If it "replicates," draw a second monster from the cup and face it after dealing with the first monster. It's not an actual identical duplicate.

Q: *An Other encounter on a yellow Other World card has the God of the Bloody Tongue* surprise *the investigator. Does this happen even if Nyarlathotep is not the Ancient One? What happens if Nyarlathotep is the Ancient One and the God of the Bloody Tongue is already on board?*
A: The encounter happens even if Nyarlathotep isn't in the game. If the God of the Bloody Tongue is on the board already, have the investigator face it, then return it to its previous position on the board, even if it would somehow normally be claimed as a trophy in spite of its **Endless** trait.

Q: *When fighting an Ancient One during a dual-colored encounter, do the "start of battle" effects trigger even though this is not a Final Battle?*
A: Yes.

Q: *When fighting Cthulhu in R'lyeh as a result of a dual-colored encounter, does the investigator suffer from the Dreams of Madness slumber effect to max Sanity and Stamina (assuming that Cthulhu is not the Ancient One of the game)?*
A: No, Cthulhu is not stirring in his slumber. Only the Ancient One chosen for the game ever uses its "stirring in slumber" ability.

Q: *If an investigator manages to defeat Cthulhu in the encounter above, are his max Sanity and Stamina permanently reduced by Cthulhu's attacks, or do they "heal" after the battle?*
A: It is permanent.

Q: *Are other effects related to the Ancient One, such as Sealing the Beast's Power (Unique Item)* ***[DH]*** *and Joey "the Rat" (Blight Card)* ***[KiY]****, counted during dual-colored encounters?*
A: No, they only count for the Final Battle.

Q: *If the dual-colored encounter is the same Ancient One that is in his slumber, the doom track is not filled. What happens if it is a different Ancient One? For example, if an investigator encounters Cthulhu* ***[AH]*** *while Ithaqua* ***[AH]*** *slumbers, would he fill Cthulhu's doom track to 13?*
A: Yes.

Q: *Are Epic Battle cards* ***[KH]*** *meant to be used when fighting an Ancient One as the result of a dual-colored gate encounter?*
A: No.

Monsters

Q: *What happens when a monster with the elusive ability* ***[KH]*** surprises *an investigator?*
A: Nothing happens.

Mythos Cards

Q: *When resolving Bank Foreclosure, can investigators choose not to pay?*
A: Yes.

Q: *When a player discards a Unique Item or exhausts an Exhibit Item as a result of Cursed Relics, is the doom token supposed to be removed from the rumor, with no effect?*
A: Yes

Q: *What happens to the monsters listed on the Escape from Arkham Asylum or Museum Haunted mythos card if the condition on that card is not met? Do they stay on the board, go back to where they came from, or go back to the cup? Do these monsters count against the monster limit?*
A: They stay on the board and count against the monster limit. Which means some monsters might not get placed on the board when the card is resolved.

Q: *Do the ghosts placed by the Museum Haunted Mythos card each give 1 Exhibit Item when destroyed? Can two Exhibit Items be gained by destroying both ghosts?*
A: Each ghost provides 1 Exhibit Item when destroyed. If both ghosts have been destroyed, a total of two Exhibit Items will have been gained.

Q: *Does "destroy one of these Ghosts" on the Museum Haunted Mythos card mean passing a Combat check against them or does it include removal by other investigator-initiated means?*
A: It includes removal by any investigator initiated means.

Q: *Does the text, "Investigators that end their turns in the street" on the Plague of Insects mythos card mean investigators that are in the a street at the end their movement or at the end of the Mythos Phase?*
A: The text applies to investigators that are in a street at the end of the Mythos Phase.

Q: *Does discarding a Common Item in an Other World to pass the Return to the Old Ways rumor count as "using" it, causing the investigator to roll a die to see if it is discarded before passing the rumor?*
A: No.

Q: *if the investigators fail the Return to the Old Ways rumor, do they keep items that cannot be lost or discarded?*
A: No. All items are discarded regardless of any other attributes or abilities, including Finn Edwards "Holdout" ability.

Q: *When the Return to the Old Ways rumor is in play, do Common Items discarded in an Other World for purposes other than passing the rumor, including their own uses, count for passing the rumor?*
A: No.

Q: *When the River Breaches the Levee environment is replaced, do the Exhibit Items get removed from the board?*
A: Yes.

Q: *When the River Breaches the Levee environment is in play, is only one Exhibit Item gained (by the first investigator to reach one)?*
A: Only one Exhibit Item may be taken; discard the second.

Q: *When Strange Ornithological Sightings is in play, how do investigators and flying monsters interact?*
A: When flying monsters move, they disregard investigators with an Exhibit Item. An investigator with an Exhibit Item may choose to ignore or combat flying monsters in his area or location, even if they appear as the result of an encounter, and even if he is *surprised* by the monster.

Barred from the Neighborhood

Q: *What happens when you become "barred from a neighborhood" that you are already barred from? Would you lose your Private Investigator (Benefit Card) if this were to happen, even though you're already barred from that neighborhood?*
A: Being "barred" is binary so you cannot be "double barred." Yes, you would lose your Private Investigator card.

The Curse of the Dark Pharaoh (Revised Edition)™

Errata

Location Encounter Corrections

A Silver Twilight Lodge encounter reads, "The lights go out; you hear chanting and feel a knife at your throat. You may:

1. Flee. Lose 1 Stamina and move to the street.
2. Allow them to cast their ritual upon you. Lose 2 Stamina, but take the Visions card and gain 1 Clue token.
3. Attempt to take control of the ritual with a **Lore (-1) check**. If you pass, the Lodge offers you a Silver Twilight membership."

The third option should include the text "If you fail, lose 3 Stamina and all of your spells, then move to the street."

Mythos Card Corrections

On the Corpses Preserved Mythos Card, the final sentence reads: "Only monsters that are defeated may be taken as trophies again; if the investigator flees or the monster defeats him, the monster is returned to the box." It should state "the monster is returned to the cup."

Rule Changes and Clarifications

Dual-Color Gate Cards

These special Gate cards match the colors of two encounter symbols; if either color on the card matches the encounter symbol of the Other World your investigator is currently in, resolve that card. In most cases you will resolve the "Other" encounter, but if you are in the Other World specific to that card, you will have to face the Ancient One associated with that Other World!

Frequently Asked Questions

Q: *Can the Mask of Vice be used to gain an item the investigator could not afford to purchase?*
A: Yes.

Q: *What happens to Monterey Jack (Investigator)* ***[AH]*** *if Cthulhu* ***[AH]*** *is the Ancient One with the Dark Pharaoh as the Herald? Does he go insane due to his two Unique Items and start the game at Arkham Asylum with half of his equipment lost?*
A: Yes. He starts the game at Arkham Asylum with 1 Sanity and must discard his Clue token as well as half of his items before starting the game.

Q: *When The Dark Pharaoh is in play, do investigators lose Sanity for taking Unique Items from other investigators? Or become cursed when taking Exhibit Items from other investigators?*
A: No to both.

Q: *Do investigators still lose Stamina on the first turn having a Curse even though they don't roll to lose it?*
A: Yes.

Q: *Does Rex Murphy (Investigator)* ***[KH]*** *lose Stamina for having a Curse when The Dark Pharaoh is the Herald, even though he never rolls to lose it?*
A: Yes.

Spells

Q: *When exactly can Premonition be cast?*
A: Any time, including during an encounter, during combat, and during the Mythos Phase. It cannot be used to adjust skills during a skill check after the dice have been rolled for the check.

Q: *If you fail to cast Markings of Isis, can you still make the Horror check normally?*
A: Yes.

Allies

Q: *Does Erich Weiss un-delay you when you gain him as an Ally or does he just prevent the next time you are delayed?*
A: The next time.

Q: *Does Father Iwanicki un-Curse you when you gain him as an Ally or does he just prevent the next time you are Cursed?*
A: The next time.

Benefit and Detriment Cards

Q: *Do you immediately discard a Benefit Card or Detriment Card if you already meet the discard requirement when you receive the card?*
A: After resolving any text card that states, "When you receive this card," immediately discard it as soon as the discard requirements are met.

Q: *When an investigator discards Clue tokens because of gaining the Amnesia (Madness Card)* ***[DH]****, does another investigator with the Book of Anubis gain those Clues?*
A: No.

Exhibit Items

Q: *How does Summoning Glass work with other situations that affect Location Special Abilities? Can you use closed locations? Can you use locations closed by Tsathoggua* ***[DH]*** *when he is the Ancient One? Can you access the Strange High House (location)* ***[KH]****?*
A: You may still use the location abilities if closed, including those closed by Tsathoggua's Malaise power. You cannot use the Strange High House.

Q: *Can an investigator use the special ability of his current location and then discard the Summoning Glass to resolve the same ability again?*
A: Yes.

Q: *Can an investigator use the Summoning Glass when he is in a street area or Other World (and would not otherwise do anything during the Arkham Encounters Phase)?*
A: Yes.

Location Encounters

Q: *An Arkham Asylum encounter states that if you fail a Will check, "you immediately go insane." Does that mean you must reduce your Sanity to 0 and go insane because of that or is it otherwise identical to going insane but without reducing your Sanity to 0?*
A: Reduce your Sanity to 0. Harvey Walters (Investigator) **[AH]** cannot bypass this effect.

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A: Yes.

Q: *A South Church encounter states "If you have any exhibit items, Father Michael calls them profane works and demands you destroy them. If you refuse, place a Patrol marker on the street area of Southside. If you agree gain 1 Sanity and 1 Clue token per item discarded." Can you choose to discard only some of your Exhibit Items? If you do, do you still place Patrol marker?*
A: Yes, you may discard only some of them. If you retain any, you still must place the Patrol marker.

Q: *A The Unnamable encounter allows you to double your Clue tokens. Does Rex Murphy* ***[KH]*** *also gain an additional Clue token after doubling his Clues?*
A: Yes.

Q: *A Witch House encounter states you can make a* ***Will check*** *and gain Clues equal to the number of successes or gain Spells for every 2 successes. Can you gain a combination of the two rewards?*
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A: No. An investigator cannot chose Tasks from the Common Item deck when resolving this card.

Other World Encounters

Q: *A City of the Great Race encounter lets you discard spells as though they were Clue tokens during "this combat." For which skill checks may they be discarded?*
A: They may be discarded on Evade, Combat and Horror checks, beginning with the initial Horror check. They cannot be discarded on the Evade check before entering combat.

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A: Yes.

Q: *An Other encounter on a blue Other World card causes all the monsters on the gate you entered to appear, is Kate Winthrop* ***[AH]*** *exempt from this?*
A: Yes.

Q: *A blue Other encounter on an Other World card reads: "The stench of fecundity and blood surrounds you. A monster appears! If you do not evade it or defeat it on the first round of combat, it replicates, and you must evade or defeat a second one!" A second what? Another random monster from the cup? Or a second monster of exactly the same kind?*
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A: The encounter happens even if Nyarlathotep isn't in the game. If the God of the Bloody Tongue is on the board already, have the investigator face it, then return it to its previous position on the board, even if it would somehow normally be claimed as a trophy in spite of its **Endless** trait.

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A: No, Cthulhu is not stirring in his slumber. Only the Ancient One chosen for the game ever uses its "stirring in slumber" ability.

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A: It is permanent.

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A: No, they only count for the Final Battle.

Q: *If the dual-colored encounter is the same Ancient One that is in his slumber, the doom track is not filled. What happens if it is a different Ancient One? For example, if an investigator encounters Cthulhu* ***[AH]*** *while Ithaqua* ***[AH]*** *slumbers, would he fill Cthulhu's doom track to 13?*
A: Yes.

Q: *Are Epic Battle cards* ***[KH]*** *meant to be used when fighting an Ancient One as the result of a dual-colored gate encounter?*
A: No.

Mythos Cards

Q: *When resolving Bank Foreclosure, can investigators choose not to pay?*
A: Yes.

Q: *When a player discards a Unique Item or an Exhibit Item as a result of Cursed Relics, is the doom token supposed to be removed from the rumor, with no effect?*
A: Yes.

Q: *Does the text, "Investigators that end their turns in the street" on the Plague of Insects Mythos card mean investigators that are in the a street at the end their movement or at the end of the Mythos Phase?*
A: The text applies to investigators that are in a street at the end of the Mythos Phase.

Q: *Does discarding a Common Item in an Other World to pass the Return to the Old Ways rumor count as "using" it, causing the investigator to roll a die to see if it is discarded before passing the rumor?*
A: No.

Q: *if the investigators fail the Return to the Old Ways rumor, do they keep items that cannot be lost or discarded?*
A: No. All items are discarded regardless of any other attributes or abilities, including Finn Edwards "Holdout" ability.

Q: *When the Return to the Old Ways rumor is in play, do Common Items discarded in an Other World for purposes other than passing the rumor, including their own uses, count for passing the rumor?*
A: No.

Q: *When the River Breaches the Levee environment is replaced, do the Exhibit Items get removed from the board?*
A: Yes.

Q: *When the River Breaches the Levee environment is in play, is only one Exhibit Item gained (by the first investigator to reach one)?*
A: Only one Exhibit Item may be taken; discard the second.

Q: *When Strange Ornithological Sightings is in play, how do investigators and flying monsters interact?*
A: When flying monsters move, they disregard investigators with an Exhibit Item. An investigator with an Exhibit Item may choose to ignore or fight flying monsters in his area or location, even if they appear as the result of an encounter.

Dunwich Horror™

Errata

Leo Anderson's Leadership Ability

In one printing of ***Dunwich Horror***, Leo Anderson's "Leadership" ability is incorrectly listed as being usable once per game. The correct text reads, "**Any Phase:** Once per turn, Leo may prevent 1 point of Stamina or Sanity loss for any investigator."

Correction to Frequently Asked Questions

The following answers are corrected versions of the answers to the corresponding questions found in the Frequently Asked Questions section provided at the end of the rulebook.

Q: *If a location card tells an investigator that he may move to another location and have an encounter there, what happens if the location has any monsters, clue tokens, and/or a gate on it?*
A: Ignore all monsters and clue tokens at the new location. Monsters on the board are only dealt with during the Movement Phase. The investigator has a normal Arkham Encounters Phase at the new location, following either the "Gate" or "No Gate" instructions on pages 8-9 of the rulebook.

Q: *Exactly where, when, and what can investigators trade?*
A: Investigators may trade any time during the Movement Phase that they are in the same location, street area, or Other World area except during combat. They may trade before, during or after movement, which means trading does not end a move. Investigators who are *delayed* or who have lost their turn may still trade with other investigators in the same location, street area, or Other World area during the Movement Phase. They may also trade at any point during the Investigators Refresh step of battling the Ancient One.

They may trade Common Items, Unique Items, Spells, the Patrol Wagon, the Deputy's Revolver, Exhibit Items **[CotDP]**, Rail Passes **[DH]**, and Money. They cannot trade Clue tokens, Allies, Skills, Retainers, Deputy of Arkham, Loans, a Blessing, a Curse, an Injury **[DH]**, a Madness **[DH]**, The White Ship **[KH]**, The Great Seal **[KH]**, Monster trophies, Gate trophies or any other card not specifically stated as tradable.

Lost Carcosa's Purple Encounter Symbol

Due to a printing error, one of Lost Carcosa's encounter symbols is purple. It should be blue.

Rule Changes and Clarifications

Expansion Setup

During step 8 of game setup, players should shuffle both the Injury and Madness decks and place them facedown next to the board. Whenever players draw an Injury or Madness card, they draw randomly from top of the appropriate deck.

Combining Multiple Expansions

If using more than one expansion board at once (both Dunwich and Innsmouth, for example), place both boards above the Arkham board during setup, arranging them so that their Other Worlds sections (or Deep Ones Rising track) line up along a single edge. It does not matter which board is closest to the Arkham board or the order of subsequent boards.

The rules are unchanged when using more than one expansion city, except that the number of players should be counted as being one less for each expansion board in play beyond the first. So, if six players are playing a game using both Dunwich and Innsmouth (for a total of two expansion cities), they are counted as having one less player, for a total of five players. This modified number of players is used only for determining the monster limit, the maximum number of monsters that may be in the Outskirts, the maximum number of gates that can be open at once, and the number of monsters that are drawn and placed when a gate opens. It reduces the level of difficulty for the players since they have so much more ground to cover. However, it does not apply to various card effects (such as Rumor mythos cards), to the number of successes needed to remove a doom token in the Final Battle, nor to the number of gate trophies the investigators must have for a victory by closing all the gates on the board.

This handicap cannot drop the modified number of players below one, and it is recommended that players play with more investigators if it would do so.

Finally, if specifically using both Dunwich and Innsmouth together, increase the number of gates that must be open at the same time to awaken the Ancient One by one.

No special rules are required to use the smaller expansions (e.g., Curse of the Dark Pharaoh or The King in Yellow) in conjunction with the expansion cities.

Wilson Richards's Infinite Focus

One of the encounters for the Unvisited Isle instructs the player to "draw Spells equal to your focus," and one of the encounters for the Other World instructs the player to "gain Clue tokens equal to your focus." However, Wilson Richards, the handyman character from **The Dunwich Horror** expansion, has infinite focus. For these encounters or any use of Focus aside from setting skill sliders, treat his focus as being 4.

Note that in some printings of ***Dunwich Horror***, Wilson's Focus is listed as 4 and his "Jack of All Trades" ability states, "**Upkeep:** When adjusting skills, Wilson may set each of his sliders to any stop he wishes, regardless of his focus." This is mechanically identical to the intent of his original investigator sheet as described in the previous paragraph.

Frequently Asked Questions

Q: If the number of monsters in Arkham is at the monster limit, and a monster that is in Dunwich moves to the Sky, what happens to that monster? It seems that it should be moved the Outskirts, but the rules state that "Monsters on the Dunwich board do not count against the monster limit and do not go to the Outskirts."
A: The monster is moved to the Outskirts. The Sky is considered part of Arkham (since it is on the Arkham board), so a Dunwich monster moving to the sky is no longer considered a Dunwich monster. A monster that is arriving in Arkham is moved to the Outskirts if its arrival would exceed the monster limit.

Investigators

Q: *When Leo Anderson's "Get to Work" Personal Story **[IH]** is in play, do exhausted Allies still give their bonuses?*
A: Yes.

Investigator Abilities

Q: *Can Jacqueline Fine use her Precognition ability to force a new draw for the Mythos Card drawn during setup?*
A: Yes.

Q: *Does Wilson Richards' Odd Jobs ability count as having an encounter?*
A: No.

Q: *Given Diana Stanley's Dark Insight ability, when an Ancient One awakens before its doom track is full, does she gain 1 Sanity or 1 Stamina for each doom token that it takes to fill the track?*
A: No.

Q: *How does Martial Arts (Skill) **[KH]** interact with Marie Lambeau's Third Eye ability? If she is not using the third hand, does she get a +2 for this empty hand as well?*
A: It doesn't interact as the third hand is only used for Spells. She gets no bonus for this empty hand.

Investigator Cards

Q: *Can you simultaneously be Deputy of Arkham and hold a Sheldon Gang Membership?*
A: Yes, you can do both simultaneously.

Q: *What happens to Bank Loans if Shudde M'ell (Ancient One) destroys the Bank of Arkham?*
A: The Boston Branch takes over the loan, which means you still must roll for the bank.

Tasks and Missions

Q: *How exactly do Tasks (Common Items) and Missions (Unique Items) work?*
A: Each Task and Mission card lists a series of locations, street areas, or Other World areas. To complete the Task or Mission an investigator must do the following for each location or area on the list in the order that it is listed:

1. End the Movement Phase in the listed location or area.

2. Remain in the listed location for the entirety of Arkham Encounter Phase. In the case of a Task, the player places a Clue token (from the general supply) on the Task at the end of the Arkham Encounters Phase. This indicates that he has completed a step of the Task.

3. In the case of a Mission, the investigator must still be in the listed location or area during the Perform Upkeep Actions step of the Upkeep Phase of the following turn, having not moved from the location or area for any reason. The investigator may then spend or discard the sacrifice listed on the Mission to place a Clue token (from the general supply) on the Mission to indicate he has completed a step of the Mission.

4. Once the number of Clue tokens on the Task or Mission is equal to the number of listed locations or areas, the investigator immediately receives the Payoff (in the case of a Task) or the Effect takes place (in the case of a Mission). The player then returns the Task or Mission to the box and discards the Clue tokens on the card.

Unique Items

Q: *Do you get a gate trophy when you use De Vermiis Mysteriis (Unique Item)?*
A: Yes.

Q: *Can an investigator use the Mi-Go Brain Case (Unique Item) to switch place with another investigator or a monster who is in The Causeway **[KH]**, Wireless Station **[KH]**,*

Strange High House in the Mist ***[KH]****, Devil Reef* ***[IH]****, or Y'ha-nthlei* ***[IH]****?*
A: Yes.

Q: *Can an investigator who is in The Causeway* ***[KH]****, Wireless Station* ***[KH]****, Strange High House in the Mist* ***[KH]****, Devil Reef* ***[IH]****, or Y'ha-nthlei* ***[IH]*** *use the Mi-Go Brain Case (Unique Item) to switch places with another investigator or a monster in Arkham?*
A: Yes.

Spells

Q: *How does the Lure Monster (Spell) function if Kate Winthrop (Investigator)* ***[AH]*** *uses it?*
A: As normal since the monster is "moving" not "appearing."

Q: *If an investigator successfully casts the Wrack spell during the Movement Phase can he continue moving afterwards?*
A: Yes.

Skills

Q: *If I have Grapple (Skill) and am using the Shotgun (Common Item)* ***[AH]****, does a die roll of 5 count as two successes?*
A: No, only natural 6s count.

Monsters

Q: *If a monster surge occurs and no gates appear on the Mythos Card, such as Strange Sightings!, where do you place the Children of Abhoth?*
A: Draw the next Mythos Card for the location.

Q: *If you fail an Evade check against The Beast (Mask monster), does that count as failing a Combat check and are you then devoured if you also fail the Horror check?*
A: Yes.

Spawn Monsters

Q: *Do "return monsters to the cup" effects work on Spawn monsters? Can the Feds Raiding Arkham! (Mythos Card)* ***[AH]*** *actually get rid of Spawn monsters?*
A: No. Spawn monsters should never be returned to the cup by card effects like Feds Raid Arkham!

Q: *Do Spawn monsters count towards the Monster Limit? If so, do they go in the Outskirts if the Monster Limit has been reached and they try to appear?*
A: No in both cases.

Q: *If the Dunwich Horror track is filled as a result of a game effect that moves monsters with a moon dimensional symbol, is the Dunwich Horror's special movement ability activated as soon as it appears?*
A: No, but if a game effect moves monsters with a moon symbol later in that same turn, the special movement ability is resolved as normal.

Gate Bursts

Q: *If a Gate Burst occurs at Kate Winthrop's* ***[AH]*** *location, what happens? Does she prevent a Gate Burst from removing a seal?*
A: The Gate Burst is completely prevented. The seal remains.

Q: *If a Gate Burst is prevented for whatever reason, do flying monsters still move? If Atlach-Nacha* ***[KH]*** *is the Ancient One, does every Mythos Card with a gate cause the flying monsters to move?*
A: Yes to both.

Q: *If a Gate Burst occurs at a location which already has an open gate is there a monster surge?*
A: Yes.

Vortices

Q: *Do flying monsters ever go into vortices?*
A: In rare situations, yes. As a result of casting the Implant Suggestion spell **[KH]** for example.

Ancient One Powers

Q: *Are there additional locations in the* ***Kingsport*** *or* ***Innsmouth Horror*** *expansions unaffected by Tsathoggua's Malaise power?*
A: It does not affect the special abilities of Wireless Station **[KH]**, The Causeway **[KH]**, Devil Reef **[IH]**, Innsmouth Jail **[IH]**, and Y'ha-nthlei **[IH]**. It also does not affect the special ability of the street area Sawbone Alley **[IH]**.

Battling the Ancient One

Q: *Do the attacks of Glaaki and Shudde M'ell occur once per turn or once per player per turn of the Final Battle?*
A: Once per turn.

The King in Yellow™

Rule Changes and Clarifications

Blight Cards

When determining whether or not to ignore an encounter because it mentions a person who appears on a Blight card that is in play, the encounter must mention the person by name. For instance, if an encounter at the Curiousitie Shoppe mentions the shopkeeper, but does not specifically mention the name, "Oliver Thomas," do not ignore the encounter. Additionally, if an encounter mentions the name of a person who appears on a Blight card that is in play, but is not actually referring to the person, do not ignore that encounter. For example, if an encounter mentions Velma's Diner but is not referring to Velma, the encounter is not ignored.

Frequently Asked Questions

Unique Items

Q: *What happens if there is a monster surge on a gate with the Warding of the Yellow Sign (Unique Item)? Since no other gates may receive more monsters than the surging gate, do no monsters appear at all?*
A: The monster surge is resolved normally, except the monsters tokens that would normally be placed at the gate with the Warding of the Yellow Sign are not drawn, even though they are included in the total number of tokens drawn as a result of the monster surge.

Location Encounters

Q: *A Graveyard encounter summons "all Undead monsters in Arkham, the Outskirts, and the Sky" to the Graveyard. If this would bring the number of monsters in Arkham above the monster limit, which ones are sent to the Outskirts?*
A: Any monsters that were in the Outskirts when this encounter was drawn are the first to be returned to the Outskirts if the monster limit is exceeded. In the event that not all monsters that came from the Outskirts need to be returned there, the first player decides which monster tokens are placed back in the Outskirts. If more monsters still need to be moved to the Outskirts, move the monsters that came from other towns (Dunwich, Kingsport, or Innsmouth) to the Outskirts until the number of monsters in Arkham is again at the monster limit. In the event that not all monsters that came from another town need to be returned the Outskirts, the first player decides which of those monster tokens are moved to the Outskirts.

Q: *A Graveyard encounter summons "all Undead monsters in Arkham, the Outskirts, and the Sky" to the Graveyard. If these monsters are evaded, what happens? Do they return to their old locations or stay in the Graveyard?*
A: Stay in the Graveyard.

Q: *A Graveyard encounter summons "all Undead monsters in Arkham, the Outskirts, and the Sky" to the Graveyard. If the Arkham Monster Limit is not at its maximum, do the Undead formerly in the Outskirts remain in Arkham?*
A: Yes.

Q: *A Graveyard encounter summons "all Undead monsters in Arkham, the Outskirts, and the Sky" to the Graveyard. What happens if Kate Winthrop (Investigator) **[AH]** gets this encounter?*
A: Kate prevents "appearing," not "moving."

Other World Encounters

Q: *A R'lyeh encounter begins with "Great Cthulhu spares the faithful" and allows you to keep it if you pass the Lore check. Does it count as an item and can it be lost by any means other than discarding it for effect?*
A: No, it is not an item and cannot be lost.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when your Sanity and Stamina reach 0 at the same time?*
A: No.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when your maximum Sanity or Stamina reach 0?*
A: No.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when you are Lost in Time and Space when Yog-Sothoth **[AH]** is the Ancient One?*
A: No.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when you accept the Mi-Go offer for immortality (Other World Encounter)* ***[CotDP]****?*
A: No.

Q: *A Yuggoth Other World Encounter from* ***Innsmouth Horror*** *begins "The spores that the alien creatures implanted beneath your skin are changing you…" Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when there are 5 Clue tokens on the card?*
A: No.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when you "push through the walls of fatigue and confusion" and "seal the gate through which you entered" by sacrificing yourself (Other World Encounter)* ***[CotDP]****?*
A: No.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when you fail the roll to resist the effect of a brood token when Eihort* ***[KH]*** *is the Ancient One?*
A: Yes.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when you reach 0 monster trophies when Shub-Niggurath* ***[AH]*** *attacks during the Final Battle?*
A: Yes.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when you reach 0 gate trophies when Yog-Sothoth* ***[AH]*** *attacks during the Final Battle?*
A: Yes.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when you reach 0 Clue tokens when Nyarlathotep* ***[AH]*** *attacks during the Final Battle?*
A: Yes.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when Glaaki (Ancient One)* ***[DH]*** *sets the Terror Level to 10+ during the Final Battle?*
A: No.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when Shudde M'ell (Ancient One)* ***[DH]*** *attacks when he has no rubble tokens left?*
A: No.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when you cannot discard the necessary trophies, tokens, and/or items when Abhoth (Ancient One)* ***[DH]*** *or Tsathoggua (Ancient One)* ***[DH]*** *attacks during the Final Battle?*
A: Yes.

Q: *Can the R'lyeh encounter that begins with "Great Cthulhu spares the faithful" be discarded to prevent you from being devoured when Atlach-Nacha (Ancient One)* ***[KH]*** *attacks and the investigator with the Other World card is selected to be devoured?*
A: Yes.

Blight Cards

Q: *Does Ma Matheson (Blight Card) affect both investigators' Allies investigators and Allies in the deck from play?*
A: It discards investigators' Allies from play back into the Ally deck, but does not affect the Allies in the deck. This effect does not discard Allies that investigators draw after the Ma Matheson Blight card is drawn.

Q: *When the Miriam Beecher Blight card is in play, does an investigator lose 1 Sanity or Stamina instead of resolving an Curse of the Dark Pharaoh encounter in which she is referred to as "Harriet Beecher?"*
A: Yes.

Spawn Monsters

Q: *Do "return monsters to the cup" effects work on Spawn monsters? Can the Feds Raiding Arkham! (Mythos Card)* ***[AH]*** *actually get rid of Spawn monsters?*
A: No. Spawn monsters should never be returned to the cup by card effects like Feds Raid Arkham!

Q: *Do Spawn monsters count towards the Monster Limit? If so, do they go in the Outskirts if the Monster Limit has been reached and they try to appear?*
A: No to both questions.

Kingsport Horror™

Errata

Investigator Card Corrections

Dr. Herbert West (Ally) should have the following text added: "Discard Dr. Herbert West if the Ancient One awakens."

Terrible Old Man (Ally) should have the following text added: "Discard Terrible Old Man if the Ancient One awakens."

Elder Sign (Unique Item) should say "**Arkham Encounter Phase:** When closing a gate" instead of "**Any Phase:** When sealing a gate."

Livre d'Ivon (Unique Item) should say "Exhaust and spend" instead of "Discard and spend."

The Underworld's Purple Encounter Symbol

Due to a printing error, one of The Underworld's encounter symbols is purple. It should be blue.

Correction to Frequently Asked Questions

The following answers are corrected versions of the answers to the corresponding questions found in the Frequently Asked Questions section provided at the end of the rulebook.

Q: *If a location card tells an investigator that he may move to another location and have an encounter there, what happens if the location has any monsters, clue tokens, and/or a gate on it?*
A: Ignore all monsters and clue tokens at the new location. Monsters on the board are only dealt with during the Movement Phase. The investigator has a normal Arkham Encounters Phase at the new location, following either the "Gate" or "No Gate" instructions on pages 8-9 of the rulebook.

Q: *Exactly where, when, and what can investigators trade?*
A: Investigators may trade any time during the Movement Phase that they are in the same location, street area, or Other World area except during combat. They may trade before, during or after movement, which means trading does not end a move. Investigators who are *delayed* or who have lost their turn may still trade with other investigators in the same location, street area, or Other World area during the Movement Phase. They may also trade at any point during the Investigators Refresh step of battling the Ancient One.

They may trade Common Items, Unique Items, Spells, the Patrol Wagon, the Deputy's Revolver, Exhibit Items **[CotDP]**, Rail Passes **[DH]**, and Money. They cannot trade Clue tokens, Allies, Skills, Retainers, Deputy of Arkham, Loans, a Blessing, a Curse, an Injury **[DH]**, a Madness **[DH]**, The White Ship **[KH]**, The Great Seal **[KH]**, Monster trophies, Gate trophies or any other card not specifically stated as tradable.

Rule Changes and Clarifications

Combining Multiple Expansions

If using more than one expansion board at once (both Dunwich and Innsmouth, for example), place both boards above the Arkham board during setup, arranging them so that their Other Worlds sections (or Deep Ones Rising track) line up along a single edge. It does not matter which board is closest to the Arkham board or the order of subsequent boards.

The rules are unchanged when using more than one expansion city, except that the number of players should be counted as being one less for each expansion board in play beyond the first. So, if six players are playing a game using both Kingsport and Innsmouth (for a total of two expansion cities), they are counted as having one less player, for a total of five players. This modified number of players is used only for determining the monster limit, the maximum number of monsters that may be in the Outskirts, the maximum number of gates that can be open at once, and the number of monsters that are drawn and placed when a gate opens. It reduces the level of difficulty for the players since they have so much more ground to cover. However, it does not apply to various card effects (such as Rumor mythos cards), to the number of successes needed to remove a doom token in the Final Battle, nor to the number of gate trophies the investigators must have for a victory by closing all the gates on the board.

This handicap cannot drop the modified number of players below one, and it is recommended that players play with more investigators if it would do so.

No special rules are required to use the smaller expansions (e.g., Curse of the Dark Pharaoh or The King in Yellow) in conjunction with the expansion cities.

Frequently Asked Questions

Investigators

Q: *How does Charlie Kane's Connections ability work?*
A: Whenever Charlie would normally draw a card from the Ally deck, he may instead choose any of the 11 starting Allies that have been returned to the box. Whenever Charlie is instructed to take a specific Ally card, he gains that card even if it has already been returned to the box (but only if that card was among the starting 11 Ally cards).

Q: *Does Charlie Kane's Settle Down! ability allow him to prevent the Terror Level from being set to 10 with The Terrible Experiment (Mythos Card)* ***[AH]****? If he spends enough Clues, can he leave it at the current level?*
A: Yes to both.

Q: *Using Lily Chen's Yin and Yang ability, can she get a point of Sanity and a point of Stamina in the same turn just by toggling her slider back and forth, or does it just matter where her slider ends?*
A: She only adjusts her Sanity or Stamina based on the final position of her slider.

Q: *If Lily Chen uses her Yin and Yang ability to increase either her maximum Stamina or Sanity by two, does she gain 2 tokens of the appropriate type (either stamina or sanity)?*
A: No, she gains only one token. She raised her maximum only once, even if it was raised by more than one.

Q: *When Lola Hayes uses her Improv ability, does she place her discarded Skill off to the side until after she looks at and/or draws the bottom card from the Skill deck (so she doesn't just see the card she just discarded)?*
A: Correct.

Q: *Does Luke Robinson's Experienced Dreamer ability, allow him to gain one Clue for each space (first and second area) in the Other World that he enters?*
A: Yes, he gains one Clue token each time he enters an Other World area.

Q: *Does Luke Robinson's Experienced Dreamer ability allow him to gain one Clue at the start of the game for starting in the Dreamlands?*
A: No. Starting the game in an Other World area is not the same as entering one.

Q: *Does Rex Murphy's Investigation ability work during setup? In other words, does he gain a 4th Clue token when he receives his initial 3 Clue tokens from his fixed possessions?*
A: No.

Q: *Does Rex Murphy lose Stamina for having a Curse when The Dark Pharaoh* ***[CotDP(R)]*** *is the Herald, even though he never rolls to lose it?*
A: Yes.

Q: *If Wendy Adams uses her Elder Sign (Unique Item)* ***[AH]*** *to place the third seal on the board, does she pass or fail her Personal Story* ***[IH]****?*
A: She may choose to either pass or fail, although players will probably prefer that she passes.

Investigator Cards

Q: *Can the White Ship or Great Seal be traded to other investigators like the Patrol Wagon (Deputy Card)* ***[AH]****? Are they considered items for the purposes of calculating the number of items and discarding items?*
A: No, they cannot be traded and do not count as items.

Skills

Q: *How does Martial Arts (Skill) interact with the Axe (Common Item)* ***[AH]****? The Axe grants you +2 with one hand or +3 if the other hand is empty. Does the empty hand still get a +2 bonus?*
A: You may either use the empty hand to gain a +3 bonus to Combat checks with the axe (instead of the normal +2) or to gain a +2 bonus to Combat checks due to the Martial Arts skill (in addition to the +2 of using the Axe with one hand). You cannot use the same empty hand to gain the benefit of both effects however.

Q: *How does Martial Arts (Skill) interact with Marie Lambeau's Third Eye ability* ***[DH]****? If she is not using the third hand, does she get a +2 for this empty hand as well?*
A: It doesn't interact as the third hand is only used for Spells. She gets no bonus for this empty hand.

Locations

Q: *Can the Patrol Wagon* ***[AH]*** *be used to move to The Causeway, Wireless Station, or the Strange High House in the Mist?*
A: No. Note that the Patrol Wagon replaces an investigator's movement entirely, so he could not, for instance, use the Patrol Wagon to move to the Harborside street area and then continue moving to The Causeway.

Q: *Can the Patrol Wagon* ***[AH]*** *be used when an investigator starts his Movement Phase in The Causeway, Wireless Station, or the Strange High House in the Mist?*
A: No. If an investigator begins his Movement Phase in any of those locations, he cannot use the Patrol Wagon this turn.

Q: *Can an investigator use the Mi-Go Brain Case (Unique Item)* ***[DH]*** *to switch place with another investigator or a monster who is in The Causeway, Wireless Station, or Strange High House in the Mist?*
A: Yes.

Q: *Can an investigator who is in The Causeway, Wireless Station, or Strange High House in the Mist use the Mi-Go Brain Case (Unique Item)* ***[DH]*** *to switch place with another investigator or a monster in Arkham?*
A: Yes.

Q: *Which locations in Kingsport are unaffected by Tsathoggua's (Ancient One)* ***[DH]*** *Malaise power?*
A: It does not affect the special abilities of Wireless Station and The Causeway.

Monsters

Q: *If you have "A monster appears!" encounter, and you draw the Werewolf, does its special text cause you to lose two Stamina?*
A: Yes

Q: *Do Elusive monsters move if an Investigator is in their space?*
A: Elusive monsters will ignore investigators for purposes of movement.

Q: *How do Cultists move when Hastur* ***[AH]*** *is the Ancient One and Tulzscha is the herald?*
A: A Cultist adjacent to a location with an elder sign moves to that location (the Sky is considered adjacent to all locations for this purpose). A Cultist not adjacent to a location with an elder sign moves to the Sky. If a Cultist is adjacent to more than one location containing an elder sign, the first player chooses which of those locations the Cultist moves to.

Q: *Tulzscha (Herald) makes all Cultists Elusive, while Glaaki (Ancient One)* ***[DH]*** *makes all of his Cultists Undead Stalkers. Since Stalker and Elusive appear to be contradictory effects, what happens?*
A: Stalker makes them move to the investigator; Elusive means that they avoid combat when they get there.

Q: *What happens when a monster with the elusive ability surprises* ***[CotDP]*** *you?*
A: Nothing happens. You do not encounter the monster.

Rifts

Q: *If a Black Rift is moved due to its symbol coming up on the White background, it moves along the White Arrow. However, coming out of a location, it is a Black/White arrow. Does this count as moving along a Black Arrow even though the movement was initiated by a White background? In other words, is it meant that every time a Rift moves from a location a doom token will be placed (since all locations have a Black/White arrow)?*
A: No. Even if a rift moves along a path with a Black/White Arrow, a doom token is added to the doom track only when the color of the dimensional symbol on the rift matches the background behind the corresponding dimensional symbol on the Mythos Card.

Q: *What happens if a rift moves into a Vortex* ***[DH, IH]****?*
A: It stays there. Note that when a mythos card indicates that monsters with the rift's dimensional symbol move, a monster appears in the vortex, raising the terror level by one and adding either one Dunwich Horror token to the Dunwich Horror Track **[DH]** or one uprising token to the Deep Ones Rising track **[IH]**. The drawing of the proper dimensional symbol on a Mythos Card triggers appearance of a monster, NOT the actual movement.

Similarly, if the color of the dimensional symbol on the rift matches the background behind the corresponding dimensional symbol on the Mythos Card, add a doom token to the doom track, even if the rift can no longer move along a path.

Q: *What happens when the Mythos Card that triggers a Rift has no gate location.*
A: Continue drawing Mythos Cards until you find one with a gate location, use that location, and then discard the extra cards.

Q: *What happens when the North Point Lighthouse is closed, but it is one of the locations to explore to remove a Rift Progress Marker?*
A: You are unable to explore it; therefore, you cannot remove the marker.

Q: *If you go to the North Point Lighthouse and buy the White Ship cards, does this meet the requirement for "investigating" and removing a Rift Progress Marker?*
A: No, Location Special Abilities do not count as having an encounter for any purposes.

Q: *Will a monster that appears as a result of a rift immediately move if its dimensional symbol matches one that was activated when the rift moved?*
A: No, but if monsters with that dimensional symbol are instructed to move again later in the turn, the monster moves as it normally would.

Mythos Cards

Q: *When you draw the Strange Sightings Mythos card, do you roll randomly to find out which is the primary surging gate?*
A: It is the first player's choice.

Q: *When resolving the Strange Sightings Mythos card, does the monster surge happen during the Open Gate and Spawn Monster step or during the Activate Mythos Ability step?*
A: During the Open Gate and Spawn Monster step.

Q: *When resolving the Pickpocket Ring at Large! card, must an investigator lose his most expensive item if he has no money?*
A: Yes.

Q: *While the World Torn Asunder rumor is in play, does a monster with the moon dimensional symbol on the board have to actually move or does the effect simply trigger if the correct monster movement symbol appears on the Mythos Card even if there are no monsters on the board?*
A: No monster is needed to trigger the effect.

Q: *If investigators fail the World Torn Asunder rumor, do all three Rifts appear at the same gate location as the card which placed the final token on the rumor?*
A: No. Draw 3 Mythos Cards to determine where they appear.

Gate Bursts

Q: *If a Gate Burst occurs at Kate Winthrop's **[AH]** location, what happens? Does she prevent a Gate Burst from removing a seal?*
A: The Gate Burst is completely prevented. The seal remains.

Q: *If a Gate Burst is prevented for whatever reason, do flying monsters still move? If Atlach-Nacha is the Ancient One, does every Mythos Card with a gate cause the flying monsters to move?*
A: Yes to both.

Q: *If a Gate Burst occurs at a location which already has an open gate is there a monster surge?*
A: Yes.

Ancient Ones

Q: *If Yibb-Tstll is the Ancient One and an investigator who already has five Clue tokens ends his movement in a location with a Clue token, does that Clue token remain at that location or is it discarded?*
A: Investigator's choice.

Q: *If Atlach-Nacha is the Ancient One and an investigator has an encounter in which "a gate and a monster appear," is the opening gate treated as a gate burst? If so, does it cause all flying monsters to move?*
A: Yes to both questions.

Heralds

Q: *When drawing a Cultist at the start of the game for Tulzscha, must it be a regular Cultist, or can it be any monster that is treated as a Cultist, such as a Child of the Goat **[BGotW]** or the Dark Druid **[BGotW]**? How do you determine which type to draw?*
A: It may be any Cultist or monster treated as a Cultist. Draw it randomly.

Q: *What happens to the Cultists when Abhoth **[DH]** is the Ancient one and Tulzscha is the Herald? Is only one Cultist still placed on the opening gate?*
A: Abhoth removes all Cultists from the game, Tulzscha places no Cultists and then has nothing to influence. It is recommended that you redraw for a new Herald.

Guardians

Q: *Do you receive the Beloved of Bast cards when you are the First Player just by having the Foolishness Ally card rather than by discarding a Bast token?*
A: Correct. Either discard a Bast token or simply have Foolishness as an Ally to become Beloved of Bast.

Q: *When are Vision of Hypnos cards discarded?*
A: All Visions of Hypnos cards in play are discarded at the end of each Mythos Phase.

Epic Battle Variant

Q: *What exactly is the order of a round when Battling an Ancient One using the Epic Battle variant?*
A: Each round begins with the Investigator Refresh step, in which investigators may refresh their cards, use any Upkeep or Any Phase abilities that aren't specifically prohibited during the final battle, adjust their skill sliders as though it were the Upkeep Phase, or trade items as if all investigators were in the same location. At the end of this step, the first player marker is passed to the left (unless prohibited by a game effect, for example drawing a card from the Dust deck **[IH]**). Once the Investigators Refresh step is complete, the first player draws and resolves the top card from the Epic Battle deck. After it has been resolved, another round begins with the Investigators Refresh step.

Q: *If an investigator is devoured by the Dying for a Cause Plot Card while Glaaki is the Ancient One, which takes precedence, the Plot Card or the "stirs in his slumber" ability that the terror level increases by 2 whenever an investigator is devoured?*
A: The effect of the Plot Card trumps the "stirs in his slumber" ability in this case and the Terror Level will not increase. Other than that, the "stirs in his slumber" ability is in effect during the whole Final Battle.

Q: *The Warding Statue (Unique Item)* ***[AH]*** *can be used to cancel an Ancient One's entire attack for 1 turn. When using the Epic Battle variant, can this be used to cancel an Ancient One's attack even after drawing the Epic Battle Card? If the Epic Battle Card is a Sinister Plot, can it be used to cancel the attack on the Ancient One's Plot Card after it has been drawn?*
A: The Warding Statue may be used to cancel the Ancient One's Attack listed on either an Epic Battle Card or an Ancient One's Plot Card even after the card has been drawn.

Q: *The "Last Ditch Attack" Epic Battle Card* ***[KH]*** *cancels the Ancient One's attack. If you cancel Cthulhu's entire attack for the turn, does he still heal?*
A: No. He must attack in order to heal.

The Black Goat of the Woods™

Errata

Expansion Setup Correction

The last paragraph in the "Expansion Setup" section should read "Shuffle the 16 green Corruption cards into a stack, then shuffle the 16 red Corruption cards into a different stack. Then, place the green stack on top of the red stack to form a single Corruption deck. Place this deck near the other Special cards."

Location Encounters Correction

A Ma's Boarding House encounter begins "Ma asks you to give her a hand moving a piano…" There are two Pass outcomes. The second, "you lose 1 Stamina and are delayed," should be the Fail outcome.

Spells Correction

The text of the Call Ancient One spell should read, "Discard X monster and/or gate trophies (to a maximum of 7), then cast and discard this spell to immediately awaken the Ancient One. Then, remove X doom tokens from its doom track."

Frequently Asked Questions

Unique Items

Q: *What happens if you use Naacal Key at a location where there is already a gate open after moving there? Does it allow you to change the gate present there, or does it cause a monster surge?*
A: It is only usable at a location with no gate.

Q: *Is a doom token added to the doom track when an investigator opens a gate with the Naacal Key?*
A: No.

Q: *Do I have to be using the Ritual Blade in combat to gain +1 to Spell checks?*
A: No, you do not have to use it in combat to make use of its secondary abilities.

Spells

Q: *How does Kate Winthrop's* ***[AH]*** *Science! ability affect Summon Monster (Spell)?*
A: She can't use it, nor can it be used by an investigator in her location or street area.

Corruption Cards

Q: *When an investigator's Call the Beast card is triggered can he choose to exchange a monster in the Sky with a monster in the Outskirts that is not a flying monster?*
A: No.

Q: *If after closing or sealing a gate, Norman Withers* ***[IH]*** *uses his In the Stars ability to change the gate's dimensional symbol for the purposes of removing monsters, is the symbol he changed it to also used for removing Corruption Cards?*
A: Yes.

Monsters

Q: *Do the Children of the Goat and the Dark Druid get returned to the box if Abhoth* ***[DH]*** *is the Ancient One?*
A: Yes.

Q: *When a Child of the Goat or the Dark Druid is drawn, does it get placed on the Ancient One sheet if Rhan-Tegoth* ***[IH]*** *is the Ancient One?*
A: Yes.

Q: *Do the Children of the Goat and the Dark Druid count towards Personal Stories* ***[IH]*** *that require a Cultist trophy?*
A: Yes.

Q: *Do the Children of the Goat and the Dark Druid deal Stamina damage of 4 if Yig* ***[AH]*** *is the Ancient One?*
A: Yes.

Q: *Do the Children of the Goat and the Dark Druid gain the same abilities and movement types given to Cultists by the current Ancient One?*
A: Yes.

Q: *Does combat end when you're* delayed *by Child of the Goat? What happens if you're both* delayed *and knocked unconscious?*
A: Yes, combat ends. If a *delayed* investigator is knocked unconscious or driven insane, or if an investigator becomes *delayed* at the same time as he is knocked unconscious or driven insane, ignore the *delayed* status.

Q: *If an investigator becomes* delayed *by Child of the Goat during the Movement Phase, can he stand his marker back up during the same Movement Phase or must he wait until the next turn?*
A: The next turn.

Q: *If Yig **[AH]** is the Ancient One, does the Dark Druid reduce his Combat rating from -2 to +0 since he is "treated as a Cultist?"*
A: Correct, the Dark Druid is worse instead of better.

Q: *The Dark Druid is a green border monster. Does he move like a black border monster?*
A: Yes.

Q: *If the Dark Druid travels along a Black/White arrow as a result of a hexagon dimensional symbol appearing in the white movement box of a Mythos Card, is his movement ability activated? Or, is it only activated when the hexagon dimensional symbol appears in the black movement box of a Mythos Card? Is the ability activated even if the Dark Druid doesn't move?*
A: It is only activated when a hexagon dimensional symbol appears in the black movement box on a Mythos Card whether the Dark Druid moves or not.

Q: *With the Dark Druid's movement ability, what does the phrase, "all other monsters move on black," mean?*
A: After normal monster movement is resolved, each monster on the board (but not in the Outskirts or the Sky) moves as if it were a black-bordered monster and its dimensional symbol appeared in the black movement box of a Mythos Card.

Q: *Does the Dark Druid's movement ability open Rifts **[KH]**?*
A: No.

Q: *When an Ancient One changes the movement type of Cultists, is the Dark Druid's special movement ignored?*
A: No.

Mythos Cards

Q: *When you draw the Strange Sightings Mythos card, do you roll randomly to find out which is the primary surging gate?*
A: It is the first player's choice.

Q: *When resolving the Strange Sightings Mythos card, does the monster surge happen during the Open Gate and Spawn Monster step or during the Activate Mythos Ability step?*
A: During the Open Gate and Spawn Monster step.

Gate Bursts

Q: *If a Gate Burst occurs at Kate Winthrop's **[AH]** location, what happens? Does she prevent a Gate Burst from removing a seal?*
A: The Gate Burst is completely prevented. The seal remains.

Q: *If a Gate Burst is prevented for whatever reason, do flying monsters still move? If Atlach-Nacha **[KH]** is the Ancient One, does every Mythos Card with a gate cause the flying monsters to move?*
A: Yes to both.

Q: *If a Gate Burst occurs at a location which already has an open gate is there a monster surge?*
A: Yes.

The Black Goat of the Woods Herald

Q: *The rules for setup say all hexagon monsters form a second monster cup. Does this include The Bloated Woman (Mask monster) **[AH]** which is a hexagon monster also?*
A: Only if Nyarlathotep **[AH]** is the Ancient One.

Q: *What happens if you are supposed to draw a monster from each of the two cups during a new gate but there are none left in one cup?*
A: Each monster that would be drawn from the empty cup is drawn from the other cup instead.

Q: *When drawing monsters during a monster surge, in what order do you draw the monsters? From which cup do you draw first?*
A: Alternate between cups when drawing, starting with the normal monster cup.

Q: *If hexagon monsters get returned to the monster cup for whatever reason, do they go back to the hexagon cup?*
A: Yes.

Q: *In a 5+ player game, how many and which types of monsters are supposed to come out of each gate? How many are hexagon monsters?*
A: Three monsters: 2 normal, 1 hexagon.

Q: *When investigators draw a monster token for any reason other than when a gate opens or when a monster surge occurs (for example, as a result of a location encounter), do the monsters come from the normal monster cup or the hex cup?*
A: The monster token is drawn from the normal monster cup.

Innsmouth Horror™

Errata

Correction to Frequently Asked Questions

The following answers are corrected versions of the answers to the corresponding questions found in the Frequently Asked Questions section provided at the end of the rulebook.

Q: *If a location card tells an investigator that he may move to another location and have an encounter there, what happens if the location has any monsters, clue tokens, and/or a gate on it?*
A: Ignore all monsters and clue tokens at the new location. Monsters on the board are only dealt with during the Movement Phase. The investigator has a normal Arkham Encounters Phase at the new location, following either the "Gate" or "No Gate" instructions on pages 8-9 of the rulebook.

Q: *Exactly where, when, and what can investigators trade?*
A: Investigators may trade any time during the Movement Phase that they are in the same location, street area, or Other World area except during combat. They may trade before, during or after movement, which means trading does not end a move. Investigators who are *delayed* or who have lost their turn may still trade with other investigators in the same location, street area, or Other World area during the Movement Phase. They may also trade at any point during the Investigators Refresh step of battling the Ancient One.

They may trade Common Items, Unique Items, Spells, the Patrol Wagon, the Deputy's Revolver, Exhibit Items **[CotDP]**, Rail Passes **[DH]**, and Money. They cannot trade Clue tokens, Allies, Skills, Retainers, Deputy of Arkham, Loans, a Blessing, a Curse, an Injury **[DH]**, a Madness **[DH]**, The White Ship **[KH]**, The Great Seal **[KH]**, Monster trophies, Gate trophies or any other card not specifically stated as tradable.

Rule Changes and Clarifications

Combining Multiple Expansions

If using more than one expansion board at once (both Dunwich and Innsmouth, for example), place both boards above the Arkham board during setup, arranging them so that their Other Worlds sections (or Deep Ones Rising track) line up along a single edge. It does not matter which board is closest to the Arkham board or the order of subsequent boards.

The rules are unchanged when using more than one expansion city, except that the number of players should be counted as being one less for each expansion board in play beyond the first. So, if six players are playing a game using both Dunwich and Innsmouth (for a total of two expansion cities), they are counted as having one less player, for a total of five players. This modified number of players is used only for determining the monster limit, the maximum number of monsters that may be in the Outskirts, the maximum number of gates that can be open at once, and the number of monsters that are drawn and placed when a gate opens. It reduces the level of difficulty for the players since they have so much more ground to cover. However, it does not apply to various card effects (such as Rumor mythos cards), to the number of successes needed to remove a doom token in the Final Battle, nor to the number of gate trophies the investigators must have for a victory by closing all the gates on the board.

This handicap cannot drop the modified number of players below one, and it is recommended that players play with more investigators if it would do so.

Finally, if specifically using both Dunwich and Innsmouth together, increase the number of gates that must be open at the same time to awaken the Ancient One by one.

No special rules are required to use the smaller expansions (e.g., Curse of the Dark Pharaoh or The King in Yellow) in conjunction with the expansion cities.

Frequently Asked Questions

Investigator Abilities

Q: *Can George Barnaby's Knowledge is Power ability be used with the Shotgun (Common Item) **[AH]**, to make a die roll of 5 count as two successes?*
A: No, only natural 6s count.

Q: *Does Finn Edwards start the game with only $8 or does he gain an additional $10 due to his Bank Loan?*
A: He starts the game with only $8 He gains no extra money for starting with a Bank Loan.

Q: *When Finn Edwards uses his Slippery ability, does he move before, after, or at the same time as monsters?*
A: When using his Slippery ability Finn moves after all other monster movement.

Q: *When Finn Edwards uses an item (for example a Common Item, Unique Item, Exhibit Item **[CotDP]**, or Spell) that requires the card be discarded in order to use it, does his Holdout ability allow him to use the card without discarding it?*
A: Using an item that states it must be discarded in order to use it is considered a cost and the card must be discarded. It is unaffected by his Holdout ability. (Note that this applies to Spells that require an investigator to "cast and discard" in order to use them.)

Q: *Can Finn Edwards default on his Bank Loan while he still has cash and not have to discard items?*
A: He can default without penalty.

Q: *What happens if Finn Edwards acquires a Back Injury (Injury card) **[DH]**?*
A: He is immune to discarding but must not pick up additional cards over the limit.

Q: *Does Finn Edwards's Holdout Ability protect his items from Ithaqua's (Ancient One) **[AH]** Start of Battle ability and Cthugha's (Ancient One) Attack?*
A: Yes.

Q: *Can Patrice Hathaway's Ominous Dreams ability be used multiple times if the doom track drops below nine and hits nine again?*
A: It only happens once per game.

Q: *If Ursula Downs begins on an unstable location, can she take the Clue that is there? Can she start at Y'ha-nthlei, or any of the locations in the Kingsport Head **[KH]** since she isn't actually moving there?*
A: Yes she collects the Clue token. No, she cannot start in Y'ha-nthlei or any of the Kingsport Head locations.

Q: *If, after closing or sealing a gate, Norman Withers uses his In the Stars ability to change the gate's dimensional symbol for the purposes of removing monsters, is the symbol he changed it to also used for removing Corruption Cards **[BGotW]**?*
A: Yes.

Q: *Since gates can only be sealed at unstable locations, does Akachi's Secret Rites ability allow her to seal gates in streets and stable locations?*
A: No, she may only seal gates in unstable locations.

Personal Stories

Q: *What happens when, after a player's investigator retires **[DH]** or is **devoured**, the player's new investigator has a Personal Story card for which the Pass or Fail condition has already been met?*
A: The Personal Story immediately passes or fails, appropriate to the condition that has already been met. If both conditions have been met, the player chooses either the Pass or Fail Effect and triggers it.

Q: *What happens if the Pass and Fail conditions of a Personal Story card are triggered simultaneously?*
A: The player chooses either the pass or the fail condition and triggers it.

Q: *Does Silas Marsh's "I Won't Give In" allow him to take the gate trophy for the gate sealed and hand it on to the next investigator (who replaces him when he is devoured)?*
A: Yes.

Q: *Does Sister Mary's "Fear No Evil" mean that only she can re-roll a die she rolled or that she can allow any player to re-roll an upkeep die roll?*
A: She may allow any player to re-roll an upkeep die roll.

Q: *Does Skids O'Toole's "Seeking Answers" Pass condition mean that he puts a Clue token on this card for every Clue token he gains, or that he puts a Clue token on this card every time he gains one or more Clue tokens?*
A: He puts a Clue token on "Seeking Answers" for each Clue token he gains.

Q: *When Leo Anderson's **[DH]** "Get to Work" is in play, do exhausted Allies still give their bonuses?*
A: Yes.

Q: *If Wendy Adams **[KH]** uses her Elder Sign (Unique Item) to place the third seal on the board, does she pass or fail her Personal Story?*
A: She may choose to either pass or fail, although players will probably prefer that she passes.

Q: *Several personal Story Cards require an investigator to place a Clue token on the card each time the investigator draws a certain kind of item. Is a Clue token placed on the card in cases where the card type is drawn but not taken? For example, if Amanda Sharpe is using the Curiositie Shoppe's special ability, she draws three Unique Items and then purchases one. For this does she gain three Clue tokens or just one?*
A: It would count as only one. The intention of these Personal Story cards is that a Clue token is placed on the card each time an investigator draws and keeps a card of the appropriate type.

Q: *Several personal Story Cards require an investigator to place a Clue token on the card each time the investigator draws a certain kind of item. Is a Clue token placed on the*

card in cases where the investigator is given an item of the appropriate type by another investigator?
A: No.

Q: *Since Chaugnar-Faugn cannot have more than three doom tokens removed from his doom track during a single round of combat, is three the maximum number of doom tokens that can be removed from the doom track by Norman Withers' "The Path is Lit"? If Lily Chen's "This is It" is also in play, are the combined effects of the two Personal Story cards limited to three doom tokens being removed from the doom track?*
A: The rule that no more than three doom tokens can be removed from Chaugnar-Faugn's doom track does not apply to either of these Personal Story cards. In both cases the Personal Story card is resolved to its full effect if it is in play.

Locations

Q: *Can Falcon Point's Boat Charter special ability be used multiple times by the same investigator during the same Movement Phase to move multiple investigators?*
A: No. An investigator may only use the Boat Charter special ability once per Movement Phase.

Q: *Can Falcon Point's Boat Charter special ability be used multiple times in a row to "chain" together movement of investigators? In other words, can Player 1 move Player 2 and then Player 2 move Player 3? Or is Player 2's Movement Phase over because he "may not move any further?"*
A: Once a player has been moved using the Boat Charter special ability, his movement is over, so he can't use the ability.

Q: *Which locations in Innsmouth are unaffected by Tsathoggua's (Ancient One)* ***[DH]*** *Malaise power?*
A: It does not affect the special abilities of Devil Reef, Innsmouth Jail, and Y'ha-nthlei. It also does not affect the special ability of the street area Sawbone Alley.

Q: *If Tsathoggua* ***[DH]*** *is the Ancient One, are you able to use the Falcon Point movement ability?*
A: No, you cannot.

Q: *Can an investigator who is returning to Arkham after being Lost in Time and Space move to Devil Reef?*
A: No, but as he is returning during the Upkeep Phase, he may return to Falcon Point and potentially move to Devil Reef during the Movement Phase of the same turn by using Falcon Point's Boat Charter ability, Silas Marshs' "Able Seaman" ability, or any other game effect that would allow movement to Devil Reef from Falcon Point.

Q: *Can Silas Marsh use his "Able Seaman" ability to move to Devil Reef from any aquatic location?*
A: Yes.

Q: *Can the Patrol Wagon* ***[AH]*** *be used to move to Devil Reef or Y'ha-nthlei?*
A: No. Note that the Patrol Wagon replaces an investigator's movement entirely, so he could not, for instance, use the Patrol Wagon to move to Falcon Point and then use its movement ability to move to Devil Reef.

Q: *Can the Patrol Wagon* ***[AH]*** *be used when an investigator begins his Movement Phase in Devil Reef or Y'ha-nthlei?*
A: No. If an investigator begins his Movement Phase in any of those locations, he cannot use the Patrol Wagon this turn.

Q: *Can an investigator use the Mi-Go Brain Case (Unique Item)* ***[DH]*** *to switch place with another investigator or a monster who is in Devil Reef or Y'ha-nthlei?*
A: Yes.

Q: *Can an investigator who is in Devil Reef or Y'ha-nthlei use the Mi-Go Brain Case (Unique Item)* ***[DH]*** *to switch place with another investigator or a monster in Arkham?*
A: Yes.

Other World Encounters

Q: *How does Gloria's "Psychic Sensitivity" ability work with the Other World cards in Innsmouth?*
A: Whenever Gloria resolves an Other World card that instructs her to "Discard this card and draw again," she discards the card and draws two Other World cards that match the color of one of the encounter symbols on the Other World she is in. She then chooses whichever one of the two she wants.

Mythos Cards

Q: *When you draw the Strange Sightings Mythos card, do you roll randomly to find out which is the primary surging gate?*
A: It is the first player's choice.

Q: *When resolving the Strange Sightings Mythos card, does the monster surge happen during the Open Gate and Spawn Monster step or during the Activate Mythos Ability step?*
A: During the Open Gate and Spawn Monster step.

Q: *If the The Veil is Weak Mythos card is in effect and six seals are on the board when the Ancient One awakes, do investigators still have to conduct final combat, or do they win because Environment cards are discarded once the Ancient One awakens?*
A: The investigators win before the final combat begins.

Gate Bursts

Q: *If a Gate Burst occurs at Kate Winthrop's **[AH]** location, what happens? Does she prevent a Gate Burst from removing a seal?*
A: The Gate Burst is completely prevented. The seal remains.

Q: *If a Gate Burst is prevented for whatever reason, do flying monsters still move? If Atlach-Nacha **[KH]** is the Ancient One, does every Mythos Card with a gate cause the flying monsters to move?*
A: Yes to both.

Q: *If a Gate Burst occurs at a location which already has an open gate is there a monster surge?*
A: Yes.

Monster Abilities

Q: *When monsters that move to the "closest investigator" are on Devil Reef or Y'ha-Nthlei with no investigators in either location, how do they move?*
A: They move to the investigator with the lowest Sneak value in Innsmouth. If there are no investigators in Innsmouth, they move to the investigator with the lowest Sneak value on any board. First player chooses if tied.

Vortices

Q: *Do flying monsters ever go into vortices?*
A: In rare situations, yes. As a result of casting the Implant Suggestion spell **[KH]** for example.

Getting Arrested in Innsmouth

Q: *You cannot avoid being delayed when getting arrested in Innsmouth. Does this mean you cannot avoid getting arrested as well?*
A: No. If an investigator is prevented from being arrested, he is not *delayed*.

Martial Law

Q: *At the end of your Movement Phase, do you fight monsters before making the Evade check against Martial Law to see if you are arrested or after?*
A: After the Evade check against Martial Law.

Q: *When you exit a gate to the Marsh Refinery or the Esoteric Order of Dagon while Martial Law is in effect, do you need to roll an Evade check to prevent yourself from being arrested?*
A: Martial Law is overridden by an open gate at that location.

Q: *If Martial Law is declared and then the doom track is lowered to less than half, does Martial Law go away until the doom track is half full again?*
A: No. Once at least half of the Ancient One's doom track is full, martial law is declared in Innsmouth for the rest of the game.

Ancient Ones

Q: *If Rhan-Tegoth is the Ancient One, what happens when an encounter instructs you to draw a monster trophy but you draw a Cultist? What happens if William Yorrick draws a Cultist as part of his starting equipment?*
A: The Cultist token is placed on Rhan-Tegoth's Ancient One sheet. The terror level then increases by 1, a doom token is added to the doom track, and a replacement monster is drawn. If this occurs during setup as a result of William Yorricks's starting equipment, wait until all investigators have received all of their equipment before returning an Ally to the box due to the increase in the terror level.

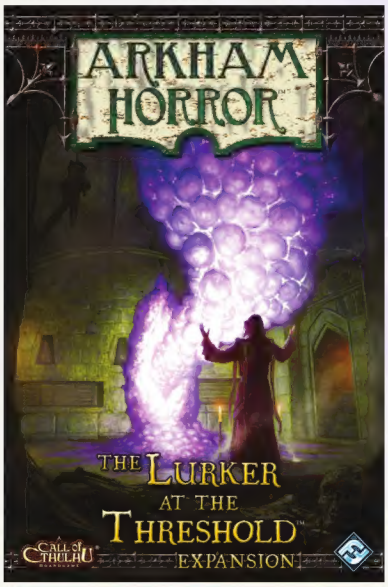
Q: *If Chaugnar Faugn is the Ancient One, does the penalty for carrying or being in the same neighborhood as an Elder Sign stack? For example, if you have an Elder Sign and are in the same neighborhood as an Elder Sign, is it -2 penalty to Skill checks?*
A: No, it does not stack.

Q: *If Quachil Uttaus is the Ancient One, what happens if the first player's investigator is devoured but not by the Dust deck? Does his replacement investigator become first player? Do the Dust decks reshuffle?*
A: The current player's investigator is devoured as normal and the first player token remains with that player after he has chosen a new investigator. The Dust decks are not reshuffled unless a Dust card instructs a player to reshuffle them.

Heralds

Q: *What happens if Dagon is the Herald and the additional Mythos card drawn is a rumor?*
A: Discard it and draw again until you draw a mythos card that isn't a Rumor.

The Lurker at the Threshold™



Rule Changes and Clarifications

Moving Gates

Moving gates ignore investigator markers when they move. They do not stay in a location or street area even if they share it with an investigator.

The Final Battle

Once the final battle begins, in addition to no longer collecting money or Clue tokens or rolling for Retainers or Bank Loans, investigators can no longer gain Power tokens.

Dark Pacts

A Soul Pact or Blood Pact that is exhausted is turned sideways instead of turning it facedown.

Frequently Asked Questions

Investigator Cards

Q: *The Sledgehammer Common Item card grants a bonus of "+3 to Combat checks and +1 to Fight checks." Does an investigator then gain a total bonus of +4 on Combat checks when using this item?*
A: No. The sledgehammer grants a +3 bonus to Combat checks and a +1 to all Fight checks that are not Combat checks.

Q: *Does the Staff of the Pharaoh have to be equipped to use it's ability to cast a spell as if both your hands were free?*
A: Yes.

Relationship Cards

Q: *What happens to Relationship cards when an investigator's retires **[DH]**?*
A: As with being devoured, when an investigator retires, return both his player's Relationship card and the Relationship card of the player seated to his right back to the box. New Relationship cards are not drawn when a new investigator comes into play after one has retired.

Moving Gates

Q: *What happens if a moving gate would move into a vortex **[DH, IH]**?*
A: For the purposes of moving gates, a vortex is treated as a space that already has a gate. A moving gate never moves into a vortex.

Q: *Can a moving gate move during the same Mythos Phase that it opens?*
A: Yes.

Q: *Is it possible for a moving gate to move on to a location containing a seal?*
A: Moving gates do not normally move into any location that could legally have an elder sign. (Gates may only be sealed in an unstable location.) There is a Science Building encounter in ***Innsmouth Horror*** that lets players move a gate to any unstable location. Once an unstable location has an elder sign it is considered stable, and is not a legal choice in resolving that location encounter.

Gate Bursts

Q: *If a Gate Burst occurs at Kate Winthrop's **[AH]** location, what happens? Does she prevent a Gate Burst from removing a seal?*
A: The Gate Burst is completely prevented. The seal remains.

Q: *If a Gate Burst is prevented for whatever reason, do flying monsters still move? If Atlach-Nacha **[KH]** is the Ancient One, does every Mythos Card with a gate cause the flying monsters to move?*
A: Yes to both.

Q: *If a Gate Burst occurs at a location which already has an open gate is there a monster surge?*
A: Yes.

Mythos Cards

Q: *When resolving Mythos cards that open 2 gates but do not add doom tokens to the doom track, do the gates open during the Open Gate and Spawn Monster step or the Activate Mythos step, since the gates are mentioned in the Headline text?*
A: Both gates open at the beginning of the Mythos Phase as usual. The Headline text is there to remind players that, in the case of this card, do not add doom tokens to the doom track during the Open Gate and Spawn Monsters step.

Q: *When instructed to draw a Mythos card to determine a location (based on where a gate would open when resolving that Mythos card), which location do you use if you draw a Mythos card that opens 2 gates?*
A: Use the top location indicated on the card, disregarding the location below it.

Dark Pacts

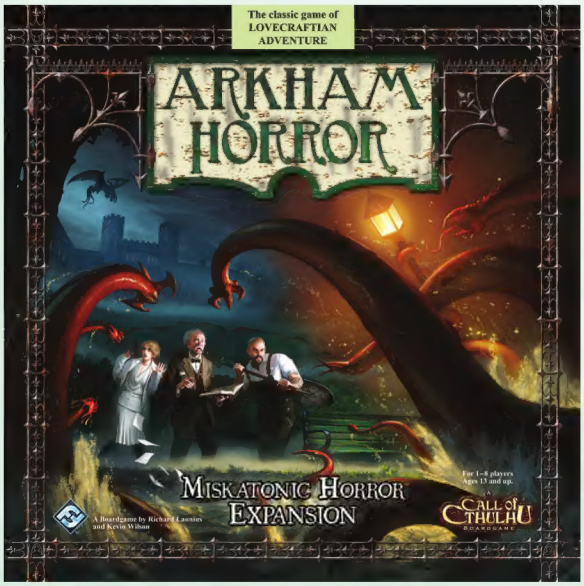
Q: *Can the Blood and Soul Pact abilities be used against Ancient Ones during the Final Battle? As in, can players discard power tokens instead of losing stamina, sanity, or clue tokens?*
A: Investigators may still spend power tokens in any way allowed by their Blood or Soul Pact, but they can no longer gain power tokens once the Ancient One has awoken.

Q: *Can an investigator use an exhausted Blood Pact or Soul Pact to spend Power tokens?*
A: Yes.

Q: *When you are losing Stamina or Sanity to gain power, using the Upkeep function of a Blood or Soul pact, is it a cost or a loss?*
A: It is a loss.

Q: *If a player discards an ally (for example as a result of the "The Stars are Right" Mythos card **[AH]**) or sacrifices an ally (for example as a result of the "Joining the Winning Team" mission (Unique Item) **[DH]**) and he has a Bound Ally Pact on that ally, what happens to that pact?*
A: The Bound Ally Pact is kept by the player until his investigator is **devoured** (or retired **[DH]**) or until the Ancient One awakes, even if the ally gained by that pact is discarded.

Miskatonic Horror™



Rule Changes and Clarifications

Clarification on the Player Reference Sheets

On the player reference sheets, the numbers listed for Monster Limit and Outskirts Limit refers to the maximum number of monsters before which the limit is exceeded.

The numbers listed for the Open Gate Limit however represents the number of gates at which the limit is exceeded. Although the word, "Limit" is used in all three cases, the Open Gate Limit number is slightly different as it corresponds to the "Too Many Gates" table on page 24 of the ***Arkham Horror*** rules.

Frequently Asked Questions

Gate Bursts

Q: *If a Gate Burst occurs at Kate Winthrop's* ***[AH]*** *location, what happens? Does she prevent a Gate Burst from removing a seal?*
A: The Gate Burst is completely prevented. The seal remains.

Q: *If a Gate Burst is prevented for whatever reason, do flying monsters still move? If Atlach-Nacha* ***[KH]*** *is the Ancient One, does every Mythos Card with a gate cause the flying monsters to move?*
A: Yes to both.

Q: *If a Gate Burst occurs at a location which already has an open gate is there a monster surge?*
A: Yes.

Mythos Cards

Q: *When the Mudslides Environment card is in effect, when during the Mythos Phase do players roll to see if they move?*
A: After the Activate Mythos Ability step. If the Mudlsides card has been discarded during the Mythos Phase before this point, players do not need to roll.

The Dunwich Horror Herald

Q: *When a mythos card is resolved that requires both circle and moon dimensional symbol monsters to move (such as Strange Sightings* ***[DH, KH, IH, MH]****), does the Dunwich Horror move twice?*
A: Resolve the movement for both symbols, starting with the one on the white background.

Act Cards

Q: *Do Environment mythos cards trigger Act cards even if their mythos ability is not activated? Do they trigger Act cards even if they are discarded and another card is drawn? Do they trigger Act cards if they are drawn for some ancillary reason and are not resolved?*
A: Yes to all of these, provided the card was drawn during the Mythos Phase. Note that if multiple cards are drawn during the Mythos Phase, immediately after each is drawn players will always have an opportunity to return an Act card to the top of the Act deck.

Promotional Items

Arkham Nights Daoloth 2010

Q: *When Daoloth makes his attack during combat, if the chosen location has a Great Seal* ***[KH]****, are the seal and the elder sign removed?*
A: The Great Seal remains and Daoloth's attack has no effect.

Arkham Nights Hastur 2011

Q: *When you're insane or devoured in Arkham using the revised Hastur, the terror level increases by 1. Are the investigators considered "in Arkham" during final combat? If an investigator is driven insane during final combat, does the terror level rise twice—once for going insane, and once for being devoured?*
A: Investigators are considered in Arkham during final combat. An investigator driven insane during final combat would only raise the Terror Level once, despite also being **devoured**.

Oliver Grayson Ally Card

Q: *Does his ability affect only evade checks outside of combat, or also when trying to flee combat?*
A: It also affects attempts to flee.

Q: *Once combat has begun, can an investigator with Oliver Grayson automatically pass his evade check if he intends to repeatedly attempt to flee?*
A: Yes, provided a successful roll is possible without spending clue tokens or exhausting an item or ability. If an investigator intends to repeatedly attempt to flee making an evade check that he can't possibly pass, he's caught in an endless loop and is driven insane.

Dance of the Damned Mythos Card

Q: *Does this card replace the initial Mythos Card that is drawn during setup?*
A: No. It is in addition to all other setup rules.

Q: *Is this card put in play before the initial Mythos Card is drawn? If the initial Mythos Card is a* **Headline,** *is a clue token placed on the Dance of the Damned Card?*
A: Yes to both.

Special Thanks

Many thanks to everyone who has contributed questions via email or on the fantasyflightgames.com Arkham Horror forums. This FAQ was assembled with the invaluable assistance of Avraham Conzevoy, Brian Mola, and Chris Thibodeau. They are truly masters of the arcane arts.